BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

PAC-MAN WORLD 3™

BASED ON A GAME RATED BY THE ESRB
EVERYONE
E

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM
MICROSOFT XBOX®, NINTENDO GAMECUBE™

Pac-Man World™ 3

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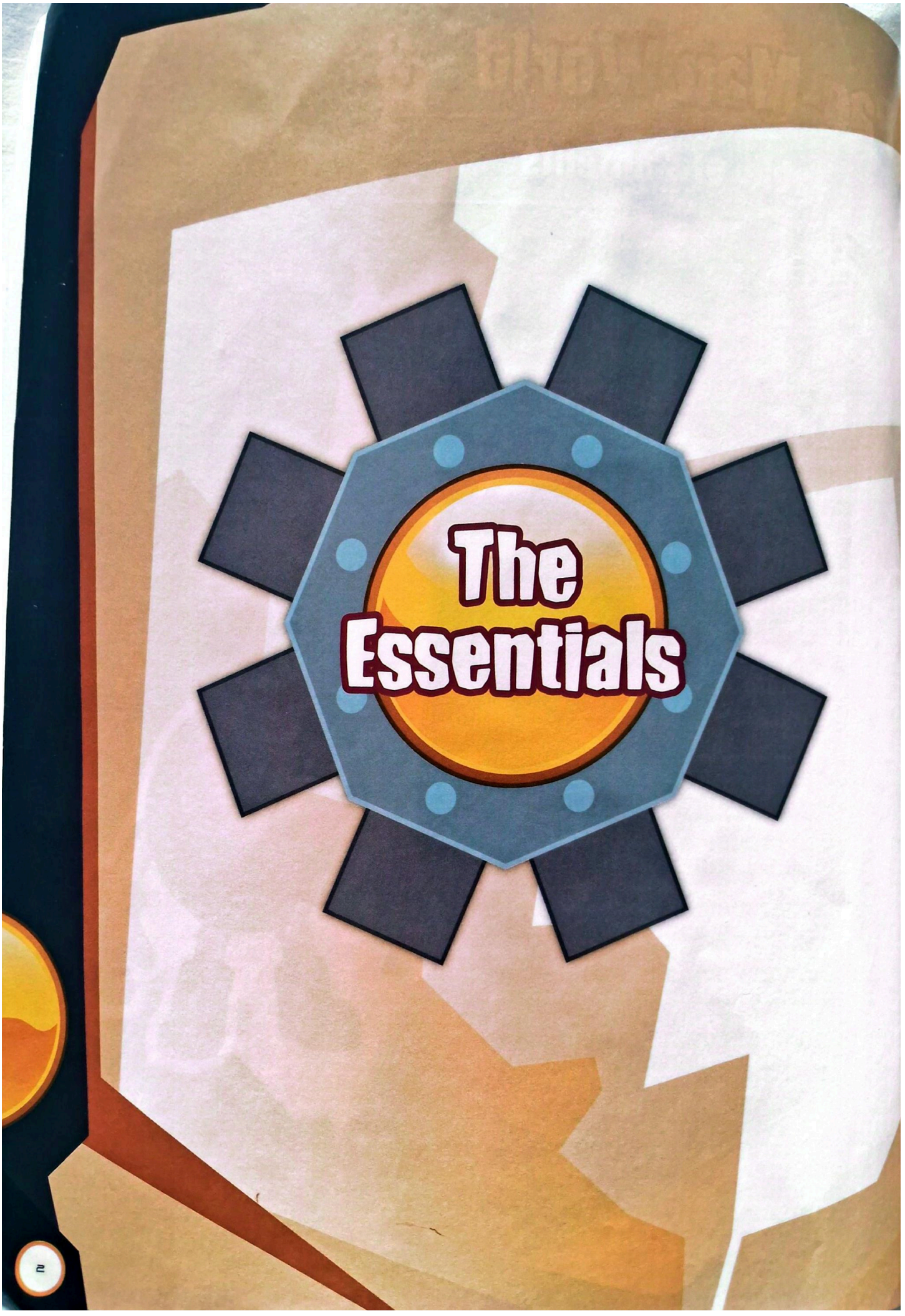

The Essentials

Items

PAC-DOT

These Pac-Dots make Pac-Man feel like a kid in a candy store. They really do nothing but make him happy. Each one of these little balls of fun is worth 10 points. Considering how many are in the entire game, this really adds up. They usually direct you to points of interest and are also dropped by defeated enemies.

PAC-DOT CHAIN

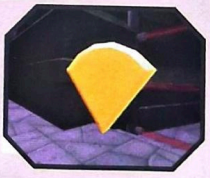
Where there's a Pac-Dot Chain, there's a Pac-Dot Chain Machine. Once you bite the red Pac-Dot on the chain, you're carried off on a wild and dizzying trip to the final dot in the chain. This usually takes you to otherwise unreachable locations.

HEALTH WEDGES

Pac-Man's health is represented graphically by a Pac-Man gauge in the bottom-right corner of the screen. This gauge is divided into three sections. Each section holds one small Health Wedge. Pac-Man faints not when the gauge is empty, but when he takes one more hit when on empty.

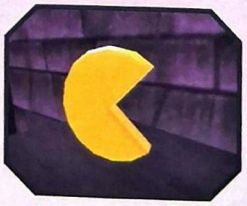
SMALL & LARGE HEALTH WEDGES

A Small Health Wedge fills one-third of the Pac-Man Health Gauge. A large Health Wedge fills the entire Gauge. Health Wedges are often found in the open, or hidden in crates and vases.



EXTRA LIFE

The Extra Life power-up is a full Pac-Man icon, and it adds one more life to your total. It doesn't provide health, just more chances to preserve it.



POWER PELLETS

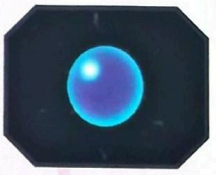
All Power Pellets' effects last only 12 seconds.

POWER PELLET

The basic Power Pellet is a glowing yellow power-up that, when eaten, turns Spectral Monsters edible-blue. Spectral Monsters blink just before the effect wears off.

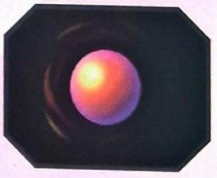
ELECTRO-SHOCK POWER PELLET

Like the name implies, the Electro-Shock Power Pellet puts the destructive power of electrify at your gloved fingertips. Some enemies are more susceptible to electric shock than others. This power is also useful on electric generators. Not only does this power damage enemies, but it stuns them beforehand, rendering them incapable of attack.



RIBBON LOOP POWER PELLET

When you're energized with Ribbon Loop, a trail of energy follows you as you move. Run or bounce in large (or small) circles around your enemies. When you loop the ribbon, the energy circle constricts and causes major damage to enemies caught within. Most enemies can't withstand a single Ribbon Loop attack.



SUPER STOMP POWER PELLET

This green Power Pellet increases the attack power of Pac-Man's Butt-Bounce tenfold. A single Butt-Bounce produces a large shockwave attack that's much more destructive than your Butt-Bounce Triple Combo. This destroys most anything within range with a single bounce.

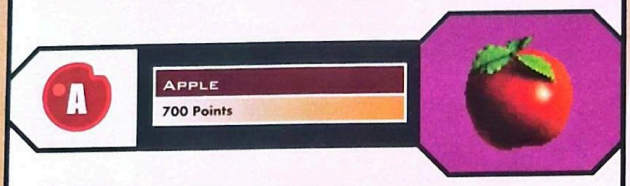
CHROME POWER PELLET

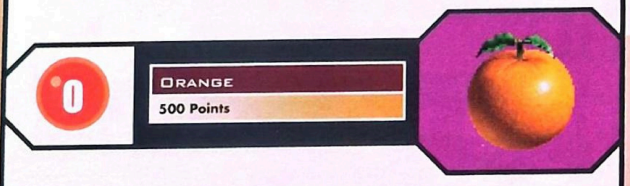
This metal Power Pellet gives Pac-Man temporary invulnerability. Great for walking through fire or laser blasts.

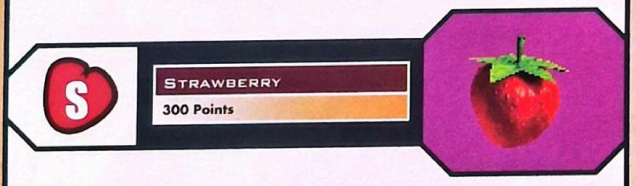
COLLECTABLES

The following items are collectables with rewards. If you collect all of these items in the game, you unlock cards in the Museum. All but one of these items can be viewed during gameplay. (Collectors Cards are not shown on the items menu.) The items display shows how many items are in a level and how many you've collected. On the PlayStation 2, activate this menu by pressing the R3 button. If you're on a different system, check your game manual for the button that accesses the items menu.

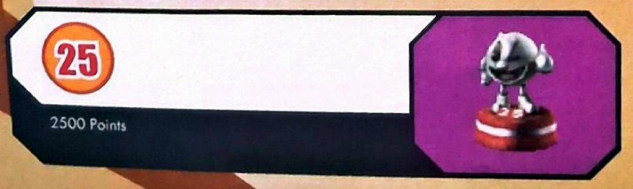
FRUIT



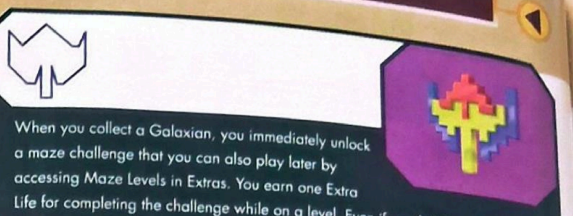




SILVER PAC-MAN STATUE

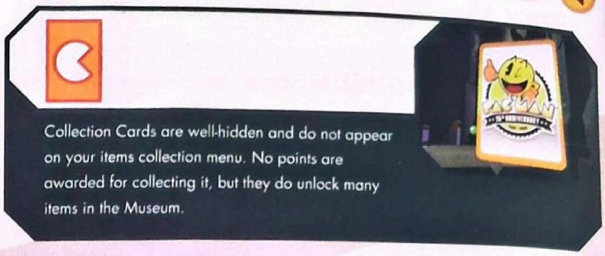


GALAXIAN



When you collect a Galaxian, you immediately unlock a maze challenge that you can also play later by accessing Maze Levels in Extras. You earn one Extra Life for completing the challenge while on a level. Even if you fail the challenge, the Galaxian you've collected is counted.

COLLECTORS CARD

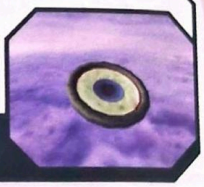


Collection Cards are well-hidden and do not appear on your items collection menu. No points are awarded for collecting it, but they do unlock many items in the Museum.

INTERACTIVE ITEMS

B-DOING

Butt-Bounce on a B-Doing to be rocketed to new heights and otherwise unreachable areas.



SWING-BAR

Jump out and latch onto a Swing-Bar, and then tilt the movement stick in the direction you want to go. Jump and sail to the next Swing-Bar or ledge. You can drop below the bar by pressing the Punch button, or leap upward by jumping without tilting to the left or right.

PAC-DOT CHAIN MACHINE

Find a Crystal matching the color of the Pac-Dot Chain Machine. Step onto the machine with the correct Crystal, and a Pac-Dot Chain is produced. Step into the red dot when the chain is complete, and you're taken on the ride of your life. The Yellow Pac-Dot Chain Machines do not require a crystal. They are already loaded and ready to be used.

REV ROLL PLATE

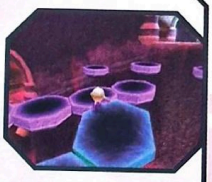
Step on the spiral on the pad and perform a Rev Roll. Rev Roll Plates trigger a variety of events, such as opening doors, moving columns, manually operating lifts, and extending platforms.

SUMMONING PAD

Pinky and Clyde would love to give you a hand. All you need to do is summon them on a Summoning Pad. Pinky's Summoning Pads are pink, and Clyde's are red. Use the Rev Roll Plate on Summoning Pad to call the spectral ally. Afterward, you control the ghost until it's canceled or the its health is drained.

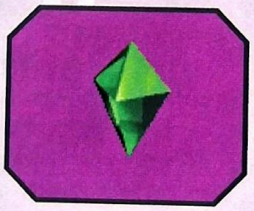
BLINKERS

There are two kinds of Blinker platforms, purple and blue, both of which materialize when you trigger them with a switch or approach them. They soon fade from sight after you leave them. Blue Blinkers remain solid when you stand on them for any period of time, but purple blinkers disappear a second after you touch them and reappear a few moments later.



PAC-DOT CHAIN CRYSTALS

During your adventure, you'll come across Red, Blue, and Green Pac-Dot Chain Crystals. These do nothing more than power the Pac-Dot Chain Machines.



CRATE & BARREL

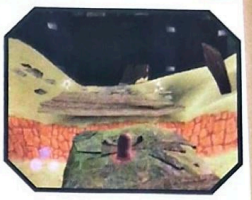
Break crates, barrels, vases, and crystals for points and possible hidden items. Each of these broken items awards 10 points, unless there's something good inside. Breakable blue Crystals are found in the Spectral Realm.

ERWIN'S STOCKPILES

These little containers hold Spectral energy that Erwin has maliciously collected. These containers usually power laser gates. Destroy the Stockpile or a combination of Stockpiles to shut down devices running off their energy.

SPECTRAL FOUNTAIN

Spectral Fountains are concentrated balls of spectral energy used by Pinky and Clyde to power their special ghostly skills. One Spectral Fountain fills one spectral energy cell. Pinky and Clyde have three energy cells each.



SAVE CONSOLE

Use this to save your progress.

SWITCHES

Switches come in a few different varieties, and all of them are activated by Butt-Bouncing on them. Most common are the button- and pillar-type switches.

ELECTRO-SHOCK GENERATOR

Fill the energy meter using the power of an Electro-Shock Power Pellet. Once a unit is full, it can do one of a host of tasks, such as open doors or move platforms.

TIME KEYS

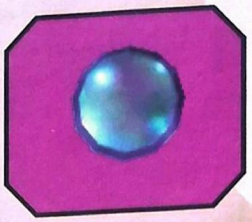
Time Keys are the mysterious floating rings found in the Spectral Realm. Simply touch them to spin them. Once they're moving, they spin for 30 seconds. They always appear in groups and trigger events when all of them spin in unison.

KEY (COMPUTER DISC)

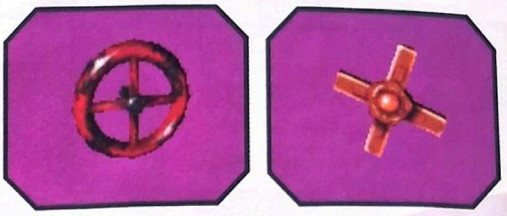
Modernized keys made by Erwin, these are usually in possession of K-Trons. Used to unlock doors controllrd by Erwin's forces.

LENSES

Often mounted atop pillars, lenses are used to deflect spectral light beams in the Spectral Realm.

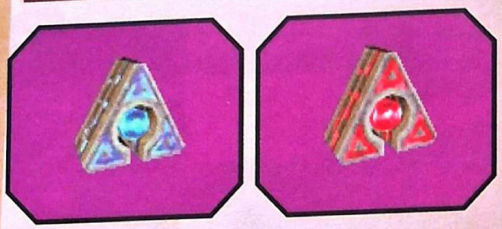


GEARS AND WHEELS



Generally, these are wooden cross-shaped wheels that fit into other gears to complete a machine that drives lifts. Or metal wheels that fit into pipes that turn sprinkler systems on.

ANCIENT KEY



Ancient Keys are triangular stones that fit into ancient keyholes used to unlock ancient doors.

Pac-Man Abilities

MOVEMENT

Sticking with tradition and simplicity, Pac-Man has a minimal number of moves, just enough to keep things enjoyable and motivating. Who needs finger calisthenics anyway? The difference between a walk and a run is how much you tilt on the analog control stick. Pac-Man has one type of jump: Up. The following are Pac-Man's other move options.

WALL CLIMB

You can walk or jump up to objects such as ladders, chain links, and screens to automatically latch onto them. Once you've got a grip on them, usually you can go in any direction using the movement control stick or button pad.

WALL JUMP

A Wall Jump can be performed using almost any two objects that are close enough to each other, such as walls, columns, doors, platforms, etc. To perform a Wall Jump, first jump against an object that's close to another object, followed by pressing the Punch button. The result: Pac-Man springs from one object, hitting higher on the next object. To get more distance from a Wall Jump, tilt the control stick in the direction you're jumping. Repeated Wall Jumps allow you to reach high areas and the tops of columns and ledges.

SHIMMY

Pac-Man can latch onto the sides of ledges and platforms by slowly walking off them or jumping up to the edge. Once you have a grip on the edge, you can move left or right to Shimmy in that direction. To let go, press the Punch button. To access the area above the edge, press the Jump button.

PUNCH

Press the Punch button for a single swing, twice for a double swing, and three times for a triple combo. Punching while in Rev Roll cancels the Rev Roll.

BAR SWING

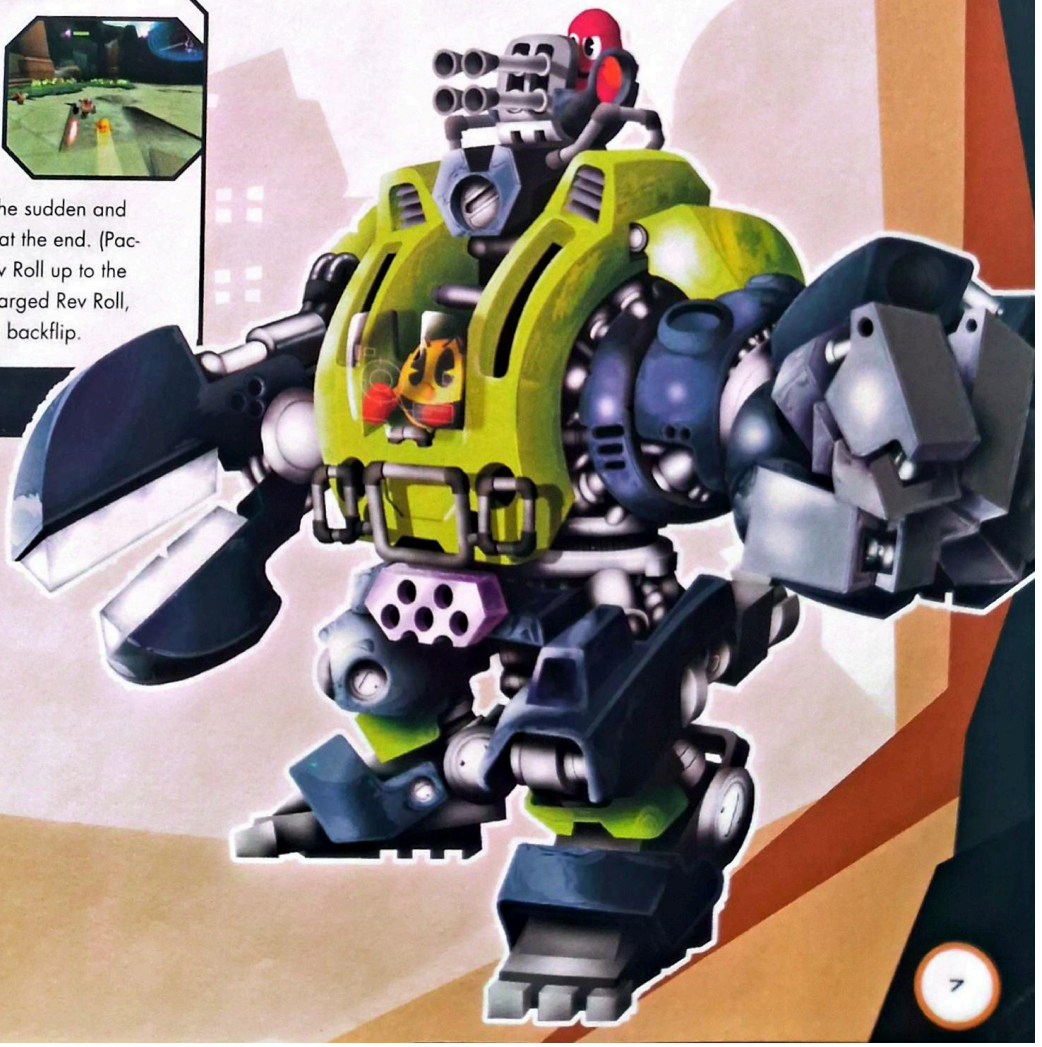
If you see a bar sticking out of a wall, Pac-Man can swing from it. Once you're swinging, you can jump to the left or right (backward or forward) by tilting the movement stick in the desired direction and then jumping. Do *not* tilt the movement stick if you want to jump up to a bar or object above you. Just press the Jump button. Press the Punch button to drop.

BUTT-BOUNCE

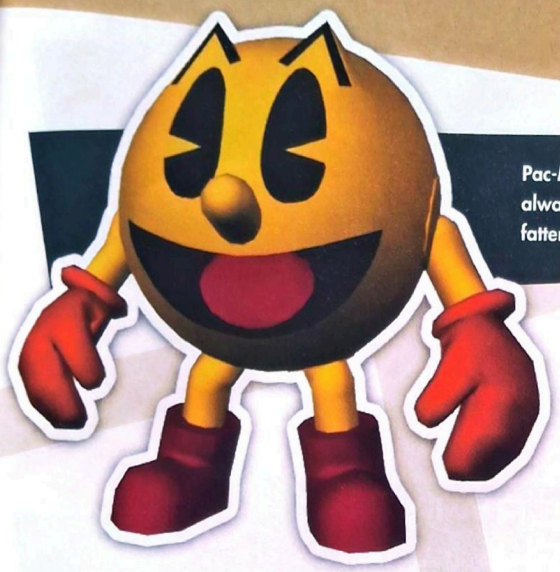
This is Pac-Man's most dangerous and versatile move. You can use this to trigger buttons or to flatten enemies. To perform a Butt-Bounce, jump into the air and press the Jump button a second time. Pac-Man comes down and slams the ground, button, or enemy. Perform three of these moves in quick succession to execute a Butt-Bounce Triple Combo. The Triple Combo creates a short-range shockwave attack, which is even more deadly when executed on the enemy's head.

REV ROLL

Rev Rolling can be used to attack enemies, to activate Rev Roll Plates, to get to places more quickly than running, and to reach areas otherwise unreachable with normal jumps. To maximize your Rev Roll distance, jump just before the Rev Roll ends. This avoids the sudden and automatic braking that Pac-Man performs at the end. (Pac-Man usually slams on the brakes if you Rev Roll up to the edge of a cliff or platform.) To cancel a charged Rev Roll, press the Jump button and you'll perform a backflip.



Cast

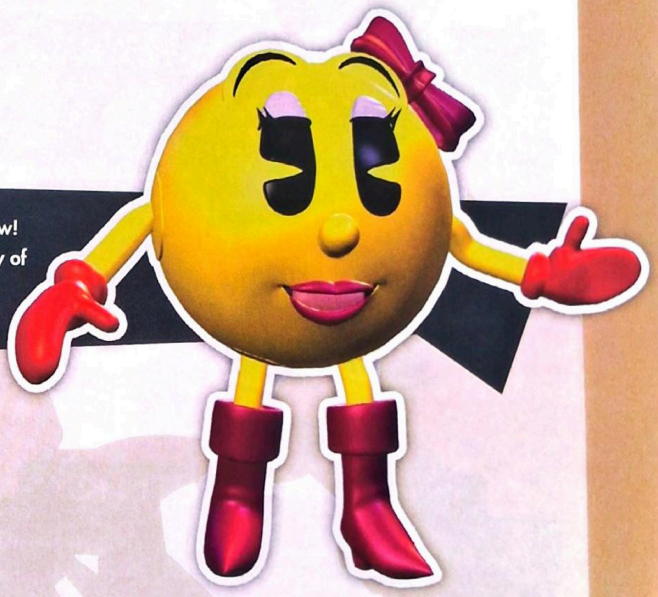


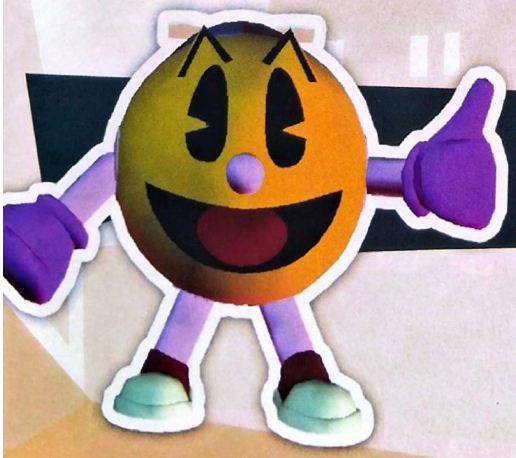
PAC-MAN

Pac-Man turns 25 this year. He loves cake, spending time with his family, he's always willing to lend a hand and can't help eating ghosts no matter how fattening they may be.

MS. PAC-MAN

The first lady of video games! Her favorite shape is big, round and yellow! She's a little perturbed that her hubby has been called to duty on the day of his surprise birthday party.





PAC-MAN JR.

Pac-Man Jr. is just a chip off the ol' block. The block is getting older and so is the chip! The little guy is old enough to drive a car now!

ORSON

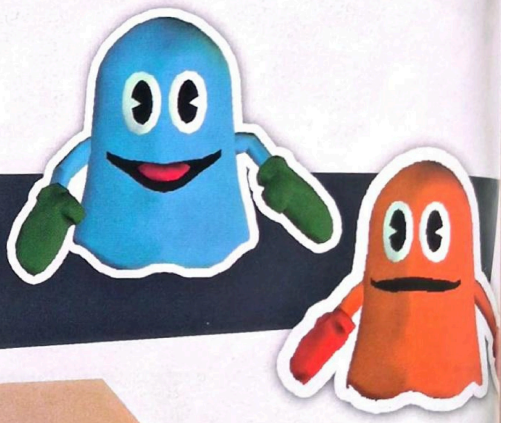
Since his first run in with Pac-Man five years ago, Orson has become a reformed ghost. He has changed his evil ways and is now fighting to preserve his world as well as the endangered Spectral Realm. His previous Toc-Man design, which was flawed (play Pac-Man World 1) has been revamped and is now at Pac-Man's disposal to help save Pac-Land.

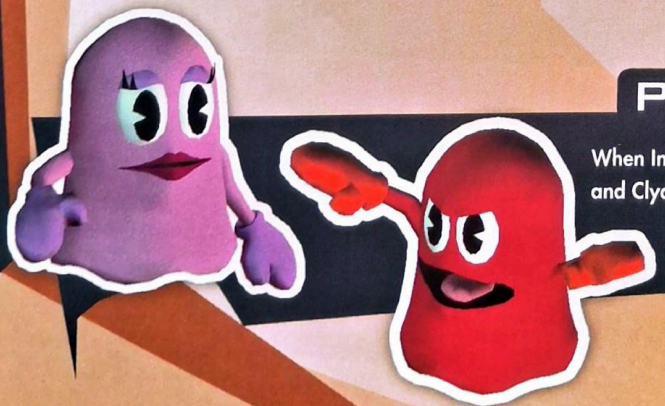
ERWIN

Erwin is a mean-spirited, nasty, fiercely determined, egotistical, tantrum prone, bigoted, narrow-minded little creep, fuelled by galactic levels of greed. Like many before him, Erwin wants to rule the world. Currently, Erwin holds the city state of Dungen Gunden in a totalitarian grip. However, since that grip only includes a few humans and creatures already in the employ of Erwin—plus a few million rather contented robots—he wants more. In fact, he wants it all. And this time he has a plan.

INKY & BLINKY

As much as Pac-Man would enjoy being rid of these two ghosts, he is forced to rescue them from Erwin's diabolical, Spectral Syphon machine for the greater good.





PINKY & CLYDE

When Inky and Blinky are kidnapped as part of Erwin's evil scheme, Pinky and Clyde are forced into an uneasy alliance with Pac-Man.

ANCIENT HERO

The Ancient Hero, or better known as "Spoon-Man" is believed to have escaped Erwin's stronghold... or did he?

CONSTRUCTION WORKER

This friendly chap meets and greets Pac-Man in Gogekka Central and helps him make his way through this strange facility.

ARCHAEOLOGIST

The Archaeologists of Zephyr Heights are now just as rare as the artifacts they uncover in the Ancient Catacombs. But one straggler still remains and has misplaced a very important item. Without it, he'll become an old relic before he is able to leave the catacombs.

Pac-Man's
Foes

SNITTERLING

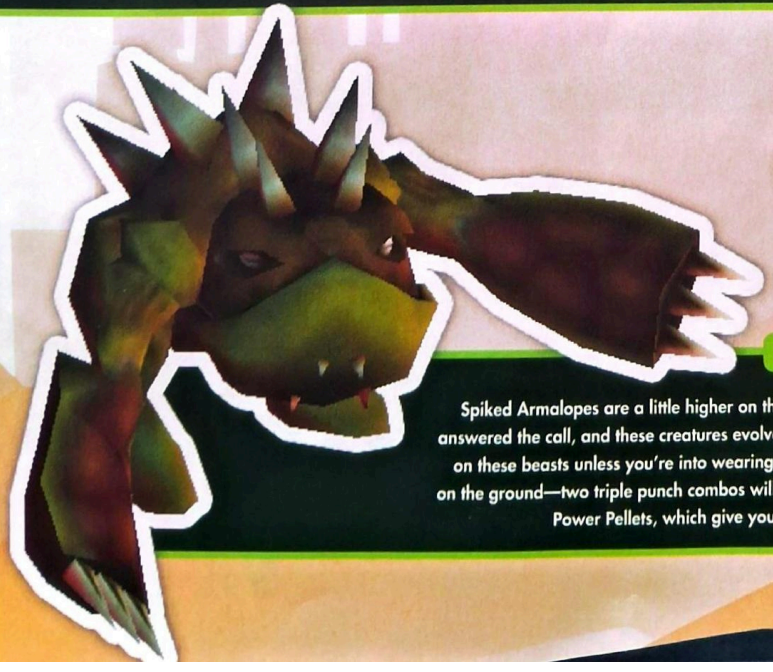
Snitterlings are little critters that live in holes in the ground and scatter around when their dwelling is approached. Butt-Bouncing is the most convenient way of getting rid of them, but be careful. They can roll over you like you're nothing more than a yellow ball in a circus act.

BOMB-A-TRON

Bomb-a-Trons come from Bomb-a-Tron spawning dens and the backpacks of Mech Lummoxes. They have a short fuse and blow up within a short amount of time, no matter how close you are to them. When you destroy one by Butt-Bouncing on it, the explosion does you no harm.

ARMALOPE

The Armalopes' bark is worse than their bite. They try to intimidate you with their monster look, flailing arms, and bad breath, but really they're just pushovers. You can take them out with one indirect Butt-Bounce Triple Combo or one triple punch combo.



SPIKED ARMALOPE

Spiked Armalopes are a little higher on the food chain than their brethren. Nature answered the call, and these creatures evolved spiked backs. Don't try Butt-Bouncing on these beasts unless you're into wearing butt jewelry. Defeat them with your feet on the ground—two triple punch combos will do one in. There are always the special Power Pellets, which give you optional methods of dealing with them.

K-TRON

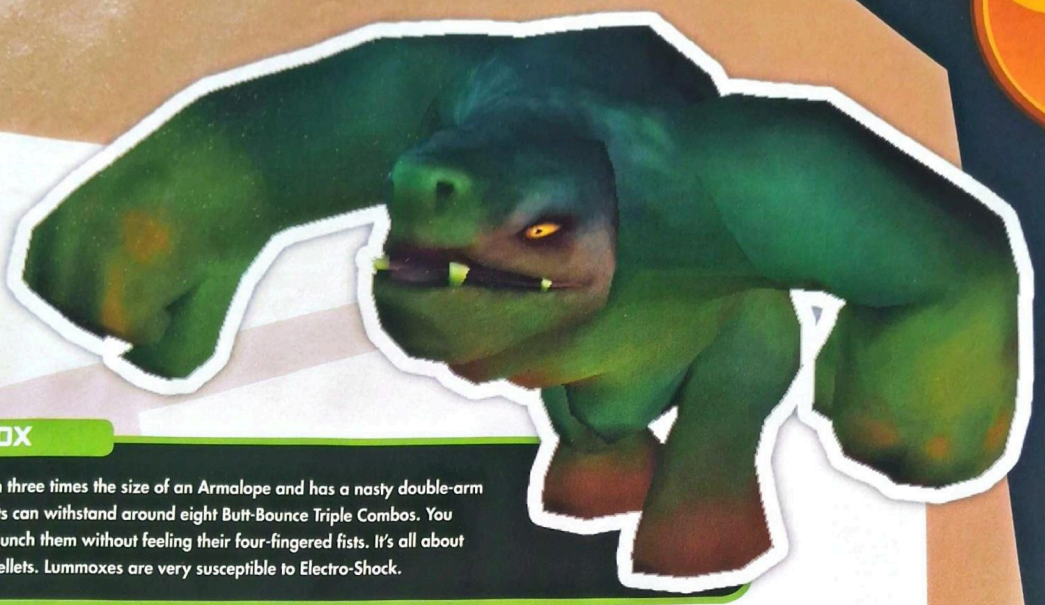
K-Trons sometimes hover high above ground, so Butt-Bounce Triple Combos aren't always the quickest way to defeat them. However, they may be the safest. K-Trons shoot lasers, and Butt-Bouncing makes you a hard target. Three triple punch combos will dismantle them, depending if their shields are active or not. They have red and green faceplates. When green, they aren't actively aggressive. You can turn them green by attacking them, allowing you to move to the red, actively aggressive K-Trons. This is like stunning them for a second or two.

GYROTRON

If these low-hovering rotating blades are amongst an attacking force, take them out first. They're fast and damaging. You cannot attack them when you're on the ground unless you're under the effects of an Electro-Shock Power Pellet. Even if you're Chrome and invulnerable, you cannot reach their sensitive centers with punches. They're extremely susceptible to Electro-Shock, and you can take them out with one Butt-Bounce.

MUTONIAN

These large ogres are slow but powerful. Take them out with three triple punch combos or a couple of Butt-Bounce Triple Combos.



LUMMOX

The Lummox is more than three times the size of an Armalope and has a nasty double-arm smash attack. These beasts can withstand around eight Butt-Bounce Triple Combos. You cannot get close enough to punch them without feeling their four-fingered fists. It's all about Butt-Bounces and special Power Pellets. Lummoxes are very susceptible to Electro-Shock.

MECH LUMMOX

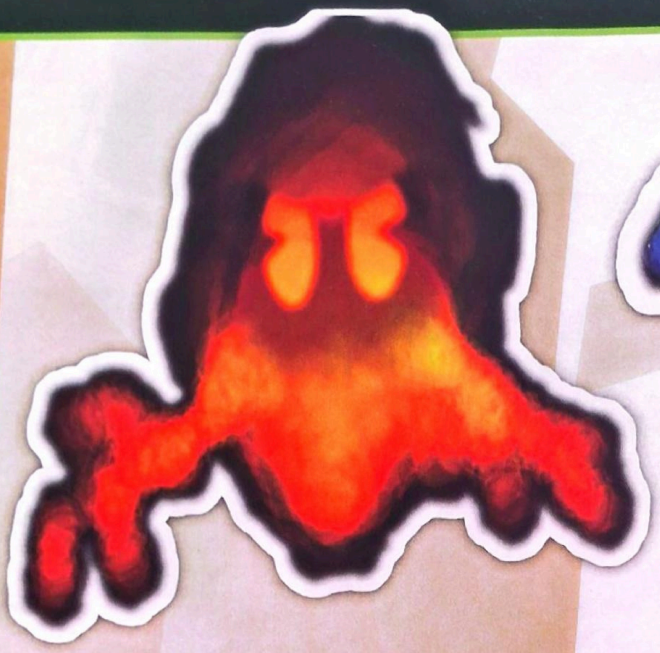
The Mech Lummox is a normal Lummox with a Bomb-a-Tron spawning backpack, which is a substantial difference. Defeat the Bomb-a-Trons as you work your way closer and closer to the Mech Lummox, and then start bouncing on its head to defeat it.

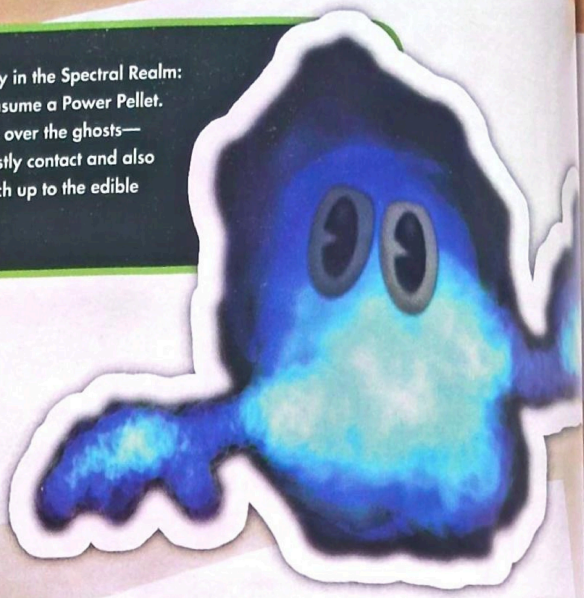
ANCIENT DEFENDER

Ancient Defenders are very resilient to most any attack. The best way to attack them is with punches, unless you have a Super Stomp or Ribbon Loop. Even Electro-Shock doesn't affect these machines as well as you might think. They defend themselves with their scorpion-like tails, but they're slow to attack and give you plenty of warning by raising their tails before they stab. Throw a couple of punches to put them into a long stun. This allows you to unleash more combos or attack other Ancient Defenders who have their tails raised.

SPECTRAL MONSTERS

There are three types of Spectral Monsters, all of which appear only in the Spectral Realm: Hunters, Sneakers, and Spitters. They become edible when you consume a Power Pellet. When they're blue, they're food. The biggest advantages you have over the ghosts—besides Power Pellets—are the ability to jump, which prevents ghostly contact and also speeds up your own pursuit, and Rev Roll, which allows you to catch up to the edible monsters in a flash.





SPECTRAL HUNTERS

Spectral Hunters are red. They hunt you down by following your every move. You take damage when they tag you.

SPECTRAL SNEAKERS

Spectral Sneakers are green. They pause for a moment, and then charge faster than you can run. It's best to step aside or jump over this attack.

SPECTRAL SPITTERS

Spectral Spitters are purple. They creep about, but also can spit out a long, continuous spectral energy beam—like a ghostly laser turret. Jump over the laser to avoid this attack.

Walkthrough

Bot Boneyard

COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	5
Apples	5
Oranges	5
Strawberries	5
Cherries	5

First Pit

FIRST PIT COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	0

Watermelons	3
Apples	2
Oranges	2
Strawberries	3
Cherries	1

Orson teleports Pac-Man to the bottom of a deep, slug-filled pit. The reason for tearing Pac-Man away from his family during his twenty-fifth birthday party is currently unknown.

The beginning of the level is an exercise in game basics; you learn to Jump, Punch, Butt-Bounce, Rev Roll and Butt-Bounce triple combo. The raised metal walkway ❶ lowers allowing you access to the rest of the pit once you defeat the fake target Armalopes and all the real Armalopes that follow.

Thrashing Armalopes

The easiest way to defeat Armalopes is to use the Butt-Bounce triple combo. A few Punches usually takes them out, but the Butt-Bouncing makes you a harder target. In addition, the Butt-Bounce triple combo is an area attack damaging multiple targets within range.

Items Search

Avoid the green toxic goo as you jump to the small islands flanking the first platform. Break all crates using Punches or Butt-Bounces to uncover Health Wedges, Pac-Dots, and fruit. The trickiest fruits to find in the beginning are the Watermelon and the Orange in crates behind you from the start.

ESCAPING THE ROBOT PIT

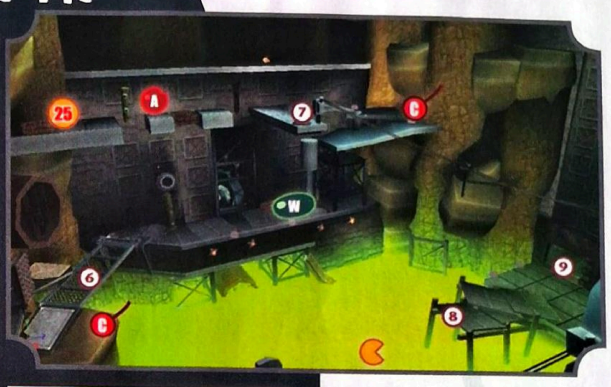
Once you're across the bridge, defeat the Armalopes, work your way to the platforms on the left, and Butt-Bounce on the switch ❷ to blow open the eye portal on the head of the robot that serves as an exit chamber ❸. Avoid the spraying gas near the robot head. Defeat the two Armalopes inside the robot head, break the crates for a Watermelon, and step onto the lift.

The elevator delivers you to a high ledge with ominously large doors. They open as you approach. Enter the next lift inside the chamber to be carried to the next pit area.

Items Search

Bounce from the lower rim of the robot shoulder platform to the top of the large rivet, and again to the top of the shoulder platform, to reach the Silver Pac-Man Statue and Extra Life.

Second Pit



Second Pit Collectable Total

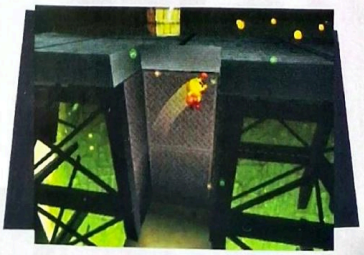
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	0

Watermelons	2
Apples	2
Oranges	0
Strawberries	2
Cherries	2

As you enter the second pit through the elevator shaft ❶, you're presented with your first opportunity to save your game on a Save Console ❷. Follow the path to the right of the console. Use Butt-Bounces to defeat the little Snitterlings that crawl out of the little holes in the ground.

Wall Jumps

Avoid the leaking green gas spewing from wall pipes as you make your way to the first Wall Jump ❸. When you're Wall Jumping, jump high against one wall and press the Wall Jump button while tilting the movement stick toward the opposite wall to get the most distance out of your jump. Continue this back-and-forth jump maneuver until you reach the top.



Perform another Wall Jump ❹ to reach the top ledge with the bounce switch ❺. Butt-Bounce on the switch to raise the walkway near the entrance ❻ and set the distant pistons in motion.

RAISING THE GOO BRIDGE

Follow the top ledge past the gas pipes, and cross the newly raised walkway. Defeat the Armalopes and ride the two pistons to the top ledge.

Butt-Bounce on the switch ❼ to raise the bridge ❽ over the toxic goo pond below. Continue along the ledge to get all the collectibles, and then cross the newly raised bridge to reach the next elevator shaft ❾, where more Armalopes eagerly wait your arrival.

ITEMS SEARCH

All the items in the area are clearly marked on your maps. Collectibles are out in the open or inside crates. The most difficult item to get is not a collectable, but is equally important to your progression through the game. The *Extra Life* can be reached by jumping across the stones that rise and sink continuously in the sludge below the new bridge. These stepping stones appear after you've Butt-Bounced on the switch❼

Ride the lift up to the next pit area. On the way, Orson explains why he teleported you here: the villain Erwin threatens Pac-Land, the Spectral Realm, the rest of the world, and everything else as well!

Final Pit

FINAL PIT COLLECTABLE TOTAL

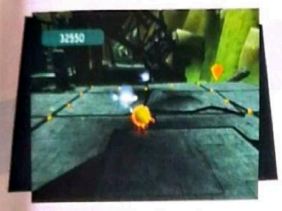
ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	0
Apples	1
Oranges	3
Strawberries	0
Cherries	2

SPECTRAL MONSTER BATTLE

Pick up the Orange inside the lift area, and walk past the large doors into the last pit area ❶. As you enter the last pit area, you must play a 3-D version of the classic Pac-Man game. A Spectral Portal spews forth Spectral Monsters that are drawn toward you and cause contact damage if touched. Power Pellets spawn intermediately in various areas around the area. Eat one, and you begin glowing and the Spectral Monsters turn blue. And as if you didn't know, they can be eaten when blue. They blink just before changing back to their original color and invincibility.

Jumping and Rev Rolling are great ways to catch up with the fleeing blue Spectral Monsters more quickly than just running. Spectral Monsters do not jump onto platforms, so use them as safe zones when you're being chased. Use the many Health Wedges in the area to recover from damage. Once you've eaten all the Spectral Monsters, the Spectral Portal is removed from the bridge ❷, allowing you to cross.

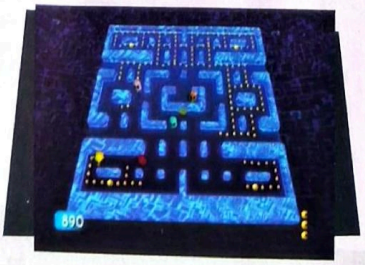


BOT BONEYARD COLLECTORS CARD

Find the first Collectors Card on the top of the three-tiered platform to the left of the entryway. You can view Collector Cards in the *Museum*, accessed from the Main Menu.

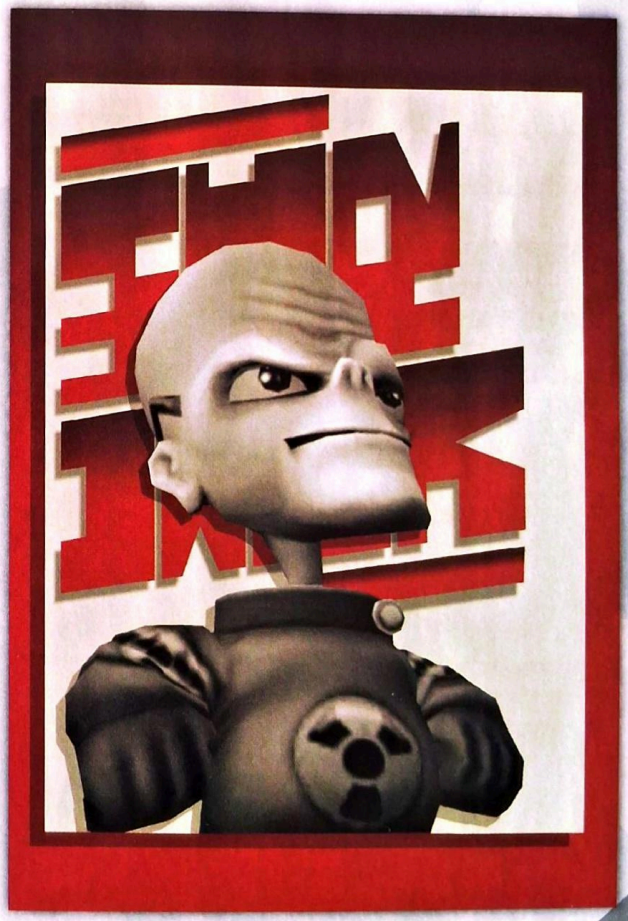
GALAXIAN

Cross the bridge and collect the Galaxian icon. This instantly throws you into a classic Pac-Man maze game. These are single-level maze games, so concentrate on devouring Pac-Dots and Power Pellets rather than eating ghosts for points. Luckily, you're not required to pass the challenge in order for the Galaxian icon to count as collected. If you lose three Pac-Man lives inside the maze challenge, you fail the challenge and return to the level you were in outside the maze game—no penalties. Once you've collected the Galaxian icon, the maze game associated with that icon becomes playable in the *Maze Levels* in the *Extras* from the Main Menu. (See the "Extras" chapter for details on high-score unlockables.)



EXITING THE PITS

Perform a Rev Roll on the Rev Roll Plate ❸. Spinning the plate activates the lift generator and lowers the lift ❹. Before you ride up to the next level, access your items menu. Check for missing items. You should have five of everything and one Galaxian. Collectors Cards don't appear on this menu. Good thing you've got this book by your side! Make sure to smash all crates in the area, and explore all platforms for items, before taking the lift to the next area.



Banni Wastelands

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	6
Apples	6
Oranges	6
Strawberries	6
Cherries	6

Items Search

You can find one of every type of fruit in this first area. Smash all the crates and find the Watermelon on the beam in the sludge pond. Find the Orange on a ledge near the entry lift❶. The Apple is in a crate to the left of the entry lift. The Strawberry is in a crate near the exit lift❸. And the Cherry floats in the lift shaft as you wheel yourself upward.

Wastelands Area 1

Area 1 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Orson has failed to teleport you straight to Erwin once again. He says he's having problems with atmospheric interference from the radiation... He's obviously making excuses. But why?

Rev Rolling Lift

Step into the lift ❸ and perform a Rev Roll on the Rev Roll Plate. Rolling lifts the elevator. Continue rolling through the Cherry and up to the next area of the Banni Wastelands.

Ribbon Loop Power Pellet

❶ The first area is a relatively small area, yet it's infested with Armalopes. A Ribbon Loop Power Pellet is located on the ground on a fallen metal beam ❷. Collect it and a long energy ribbon trails behind you. Circle the enemies and connect the trailing ribbon to constrict and terminate all the enemies caught inside the ribbon loop. Test the length of the ribbon; it'll make very large circles. Try to get as many enemies inside the loop as possible before the power-up wears off. There are two Ribbon Loop Power Pellets in the area.

Wastelands Area 2

Area 2 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Circle Around the Wastelands

❶ If you wish to return to Area 1, simply jump down the lift shaft. Defeat the Armalopes and Snitterlings in the first area, and grab the Apple on the ledge to the left.

Roll down to the lower area ❷ and defeat the Armalopes. Rev Roll up the slope ❸, and collect the Watermelon and the Silver Pac-Man Statue from the high ledge. Jump off the end of the ledge ❹ down into the area below.

FINDING THE BLUE ANCIENT KEY

Defeat the Armalopes in the ancient ruins area, and find the secret cave ❺ between the large, locked blue door and the canyon wall drainage pipe. In the back of the cave is an Extra Life power-up.

Follow the Pac-Dots up the ledges, through the Orange, and over to the adjacent ledge to find a Rev Roll Plate ❻. Rev Roll on the plate to lift the monument and uncover the Ancient Key ❼. More Armalopes appear below, as does a Ribbon Loop Power Pellet. Defeat the enemy, use the key on the keyhole ❽, and enter the tunnel through the large blue doors. Defeat the Armalopes on the other side, and continue into the third Wastelands area.

Wastelands Area 3

AREA 3 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	1

Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

AREA 3: SPECTRAL MONSTER RUINS

❶ The first order of business is to defeat the Spectral Monsters entering the ruins area through the Spectral Portal near the climbing wall ❷. Use the Power Pellets that appear on top of various short pillars to turn the Spectral Monsters blue, and then eat 'em up.

Climb the chain link-looking wall ❷, perform a Wall Jump up the next set of close platforms ❸, and then Rev Roll on the Rev Roll Plate ❹. This raises pillar ❺ near the entrance. Use the raised pillar to Wall Jump to the top of the ledge containing the Silver Pac-Man Statue and Extra Life power-up.

SILVER PAC-MAN AND WATERMELON

Use a Rev Roll to scale the slope beyond the Pac-Dot Chain Machine and reach the crate containing the Watermelon. And don't overlook the second Silver Pac-Man Statue below the Rev Roll Plate platform❹.

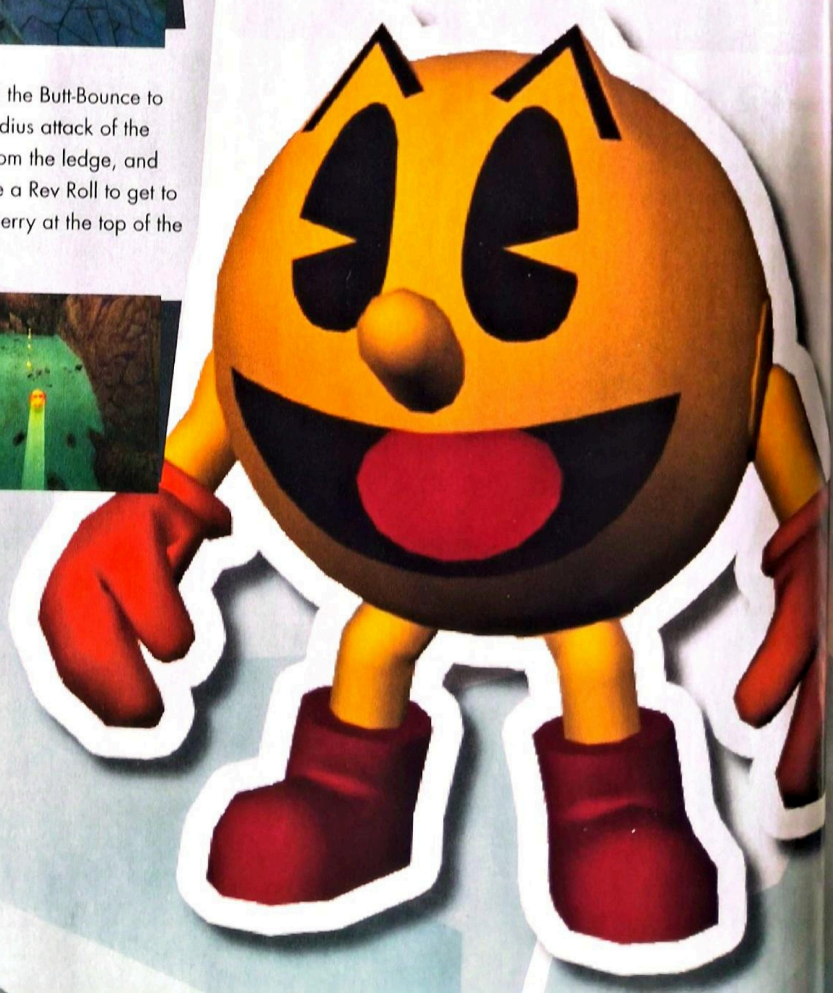
GALAXIAN CHAMBER

Enter the tunnel ❻, jump across the broken pathway to collect an Orange, and reach the Galaxian chamber ❽. Defeat the Armalopes and collect all the fruit around the room. Step into the Galaxian icon and partake in the Maze Challenge. Exit the chamber and head back to the previous ruins. Use the Pac-Dot Chain Machine ❼ to reach the exit ledge.

You can still defeat the Spike Armalopes by using the Butt-Bounce to pound the ground around their feet—using the radius attack of the Butt-Bounce triple combo. Grab the Strawberry from the ledge, and enter the tunnel through the blue doorway ❾. Use a Rev Roll to get to the top of the slanted tunnel, where you find a Cherry at the top of the slope. Continue out the door to the next area.

EXIT LEDGE

On the upper ledge, reached by using the Pac-Dot Chain Machine ❼, are Spiked Armalopes. They're similar to Armalopes, but are tougher and have spikes on their backs. You take damage if you Butt-Bounce on top of them.



Wastelands Area 4: A Millennia-Old Puzzle

Area 4 Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	2
Galaxian	0

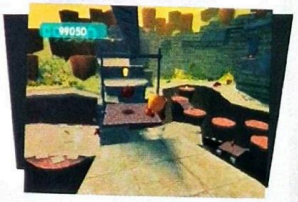
Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

MILLENNIA OLD PUZZLE

You enter Area 4 through the doorway ❶, and you can save your progress on the Save Console ❷. Defeat the Armalopes using the Ribbon Loop Power Pellet. This power-up won't last the entire battle, so don't Butt-Bounce on the Spiked Armalopes when it comes to one-on-one combat.

Take the Red Crystal ❸ from the rock ledge, and then stand on the Red Pac-Dot Chain Machine ❹. You are carried to the ledge with the Rev Roll Plate ❺. Rev Rolling this plate lowers the Green Crystal pedestal ❻ and the distant Blue Crystal pedestal ❽.

From the Green Crystal pedestal ❻ ledge, follow the low pathway to the ledge ❼ and turn left at the fork near the stairs. Jump over the gaps, collecting the Apple on the hanging platform and the Strawberry on the high ledge before the Rev Roll slope above the Green Pac-Dot Machine ❾.



Defeat the Armalopes and Snitterlings, and then take the Blue Crystal ❽ from the lowered pedestal. You can drop down onto the Silver Pac-Man Statue on a small ledge below on your way to the Green Pac-Dot Machine ❾. Another way to reach this statue is to use Wall Climb on the chain-link surface below the ledge.

Make sure to find the Silver Pac-Man Statue on the ledge above and behind the Green Pac-Dot Machine ⑨, and the Watermelon on the small ledge over the ravine in front of the same Pac-Dot Machine. Use the Green Pac-Dot Machine to reach the distant Blue Pac-Dot Machine ⑩ on a high ledge.

Use the Blue Pac-Dot Machine to reach the ledge near the entrance and the Rev Roll Plate ⑪. Using the Rev Roll plate lifts the monument below and unearths the Blue Ancient Key ⑫.

Defeat the Armalopes using the Ribbon Loop Power Pellet that appears near the Blue Ancient Key. Take the key and place it in the keyhole ⑬ at the large locked door.

Enter the now-opened chamber, defeat a new enemy, the K-Trons—laser-firing monowheeled robots—and enter the new area through the doorway at the bottom of the short slope.

Collectors Card and Watermelon

While standing on the stoop of the blue key-locked doorway, face the stairs and the Collectors Card on the shelter above the stairs. Jump from the stoop to the broken pillar ⑭. Jump from the broken pillar to the ledge above to nab the Collectors Card. Continue along the pathway while jumping gaps to reach the Watermelon.

Wastelands Area 5

RAW MATERIAL DISPOSAL

In the mountainside chambers, destroy Erwin's raw material stockpiles. You can Butt-Bounce or Punch these containers. Destroy th 10 containers and the exit opens.

Once you're outside, ride the lift down to Orson. He explains that Erwin is siphoning energy from the Spectral Realm. Inky, Blinky, Pink and Clyde have disappeared, and he fears the worst. Orson has constructed a new Toc-Man and wants you to test it out.

TOC-MAN CHALLENGE

You have 2 minutes and 30 seconds to destroy all the targets that po out of the ground. There are four waves of targets. Each wave has an increasing number of targets popping up out of a larger number of ground slots. Perform left and right Punches using the controls displayed onscreen. Hold down the Superspin attack button, and Toc Man spins his upper torso around with arms flailing. Move around while holding this attack to run into targets and destroy them. To use Superspin effectively, stop just before the breakdown will occur, so you don't waste time recovering from the dizzy spell. When the gauge on the left side of the screen completely fills up, that's when the breakdown will occur.

More than a normal giant robot. Pac Man fifteen tons of the most start of the art bad guy smashing technology ever balanced on legs!

Normal targets are worth 3 points, and Red targets are worth 10 points. Once all the targets are destroyed, the level is complete.

The Spectral Cliffs

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	7
Apples	7
Oranges	7
Strawberries	7
Cherries	7

Area 1

Area 1 Collectable Total

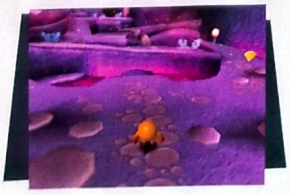
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

While Blinky and Inky are being held captive, Erwin and Spectral Fiend devise a way to trap Pinky and Clyde to add to their Spectral Syphon machines. As for Pac-Man, Erwin has something in the works for him—Nefarious Scheme 57. Meanwhile, Pac-Man has just been teleported to the Spectral Realm. Orson wants to track down his missing friends, Inky, Blinky, Pinky, and Clyde.

Rock Climbing

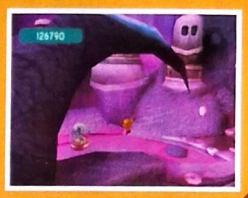
You begin in the Spectral Realm on a path ❶ overlooking a large cliff face in the distance. Beware of Snitterlings in the area. The only difficult item to reach is the Silver Pac-Man Statue and we'll get to that shortly.



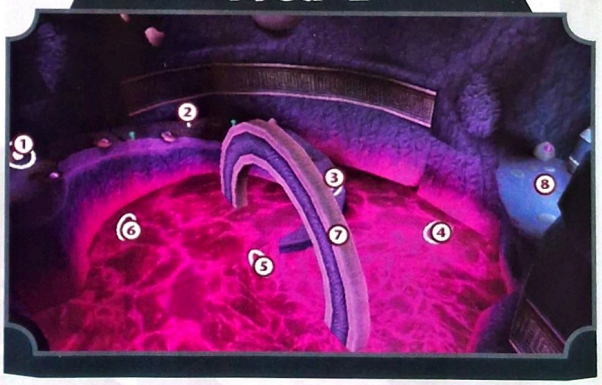
Breaking blue crystals on the ground yields Pac-Dots and sometimes hidden items... but not in this area. The cliffs move, and spires and ledges rise from the ground when you explore the area. Jump from cliff ledge to cliff ledge to reach the Red Crystal ❷ and the Apple and Watermelon. Continue jumping up the ledges to reach Area 2 through the cave at the top of the cliff.

Silver Pac-Man Statue

Take the Red Crystal ❷ to the Red Pac-Dot Machine ❸, and ride the Pac-Dot chain up to the spire ledge where the Silver Pac-Man Statue is located.



Area 2



Time Key Puzzle

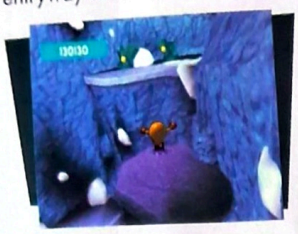
Inside the chamber and on the sloped pathway are three Time Keys ❶, ❷ and ❸. Quickly run through the Time Keys to start them all moving at once, while avoiding the laser spheres that light up intermittently. When all the Time Keys are moving at once, three additional Time Keys ❹, ❺ and ❻ appear in the toxic sludge pool below.

To reach the last three Time Keys, jump across the stepping stones that rise and sink in the sludge pool. Touch them in the order specified on the map to get them all moving at once. This causes the large wheel ❼

in the sludge to rise and spin above the pool. Use the wheel to reach the exit ledge ❽.

AREA 2 AND 3 CONNECTION

Through doorway ❽ is a small tunnel. Defeat the Snitterlings and ride the moving pillar to the top ledge. Break a blue crystal above for a hidden Health Wedge. Jump through the Cherry floating beyond the entryway to the next area.



SILVER PAC-MAN STATUE

During the Spectral Monster challenge, drop down to the lower ledge at the end of the left pathway. If you wait until after the battle is won, it's too late. You'll miss your chance to get to the Silver Pac-Man Statue ❷. When the Spectral Monsters are defeated, the pathway it's on reshapes into the original single pathway it was when you first entered the area.

Once the Spectral Monster battle is complete, grab the Watermelon from the small moving ledge over the edge of the main platform. Follow the reshaped center pathway to the exit ❸.

Area 3

AREA 3 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	0
Oranges	1
Strawberries	0
Cherries	1

Area 4: Save Console Tunnel

AREA 4 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	1
Oranges	0
Strawberries	0
Cherries	0

SPECTRAL MONSTER CHALLENGE

Jump through the floating Cherry as you exit the entry ledge ❶. Steps appear below this ledge later—in case you miss the Cherry.

Spectral Monsters attack, and the middle pathway divides into two separate paths. Power Pellets appear at the end of each new pathway. Grab a pellet, run and jump back down to the lower platform, and gobble up the enemies.

SNITTERLING TUNNEL

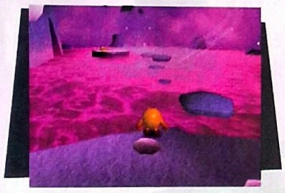
Defeat the many Snitterlings in the tunnel, and save your progress on the Save Console ❶. Use a Wall Jump in the nook ❷ or a Rev Roll on the slope ❸ to reach the top ledge. Collect the Apple and continue into the next tunnel ❹, using another Rev Roll to overcome the steep slope.

Area 5: Spectral Lake

Area 5 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	0
Oranges	0
Strawberries	0
Cherries	0

TOXIC LAKE



Beyond the entry ledge ❶, you can see a large clearing containing a lake of toxic pink goo. Drop down to the lower platform ❷, grab the Silver Pac-Man Statue, and then cross the toxic lake ❸ using the rising and sinking stepping stones. Once you're on the small island ❹, grab the Watermelon and step on the Yellow Pac-Dot Machine to ride the Pac-Dots back to the tunnel. Enter the next cavern ❺.

Area 6: Spectral Monster Maze

Area 6 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	0
Oranges	1
Strawberries	0
Cherries	1

DUAL SPECTRAL PORTALS!

Two Spectral Portals appear as you step through the entrance ❶ to the maze chamber. There are two Power Pellets ❷ and ❸ on the maze. The trick to avoiding and capturing the Monsters quickly is to leap across the toxic pools, taking shortcuts across the maze, which the Spectral Monsters cannot do. Once you've devoured all the monsters, a Blue Crystal appears ❹ and the Spectral Portals disappear, allowing you to enter the next cavern ❺.

ESCAPING THE MAZE CHAMBER

Use the rising and sinking stepping stones to reach the Cherry in the corner of the toxic pool ❻, and then continue to the small platform with the B-Doing bouncy pad ❼. Perform a Butt-Bounce on the pad to go up to the new area above.

B-Doing Launch Table

B-Doing #	Destination Platform #
2	Platform 5
6	Platform 8
7	Platform 1
8	Platform 9
9	Platform 5

From this table, you can see that there's only one B-Doing ❼ that sends you to the original platform ❶. Once you've devoured all the monsters, the exit door near B-Doing ❽ opens.

Area 7: B-Doing Power Pellet Challenge

Area 7 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	1
Oranges	1
Strawberries	1
Cherries	0

HIDDEN APPLE

On platform ❶, smash the blue crystal on the right canyon wall to reveal a hidden Apple.

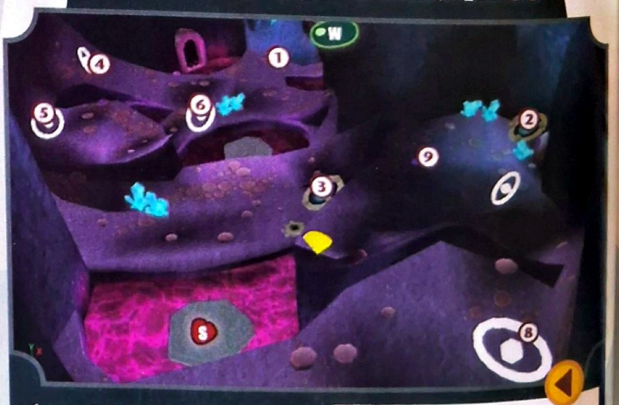
Enter the open tunnel ❽, and grab the Orange from the nook beside the steep slope. Rev Roll up the slope to reach the next area.

SPECTRAL MONSTER CHALLENGE

You begin on a platform ❶, and a Spectral Monster challenge begins as soon as you enter this cliff area. Two Spectral Portals appear in the area: one on your platform, ❶ and one on the distant platform to the right ❺.

Grab the Power Pellets ❸ and ❹, and use the B-Doing pads to bounce back to platforms ❶ and ❺ and munch on the Spectral Monsters. Use the following table with the map to find out which B-Doing pad takes you to which platform.

Area 8: Time Key Chamber



Area 8 Collectable Total

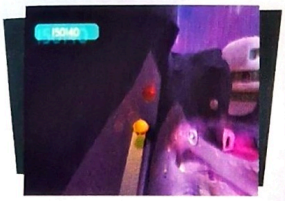
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	0
Strawberries	1
Cherries	1

TIME KEY CHALLENGE

You enter this area at ❶ on our map. Rev Roll or run and jump through Time Keys ❹, ❺, ❻, ❼, and ❽ to unlock the exit ❾. Rev Roll up the slope to grab the Apple above the Time Key ❺, and Butt-Bounce on B-Doing ❷ to reach the high ledge with the Watermelon.

B-Doing ❸ sends you a few feet up in the air to land on the next ledge. The Strawberry is on a moving pillar in the toxic sludge, and the Cherry is near the exit ❾.



Area 9: Spectral Lake

AREA 9 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	0
Oranges	0
Strawberries	1
Cherries	0

SPECTRAL LAKE

Use the Save Console ❶, and jump across the rising and sinking stepping stones in the lake to reach the Yellow Pac-Dot Chain Machine ❸. Step on the machine to float to the high Strawberry on the upper exit ledge ❹. Using Wall Jump ❷ will not allow you to reach the high floating Strawberry.

Area 10: Spectral Monster Cavern

AREA 10 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	0
Cherries	1

SPECTRAL MONSTERS!

❶ As you enter the cavern, jump onto the right ledge for the Cherry. As you venture further into the cavern, the Spectral Portals appear and the battle is on! Use Power Pellets ❷ and ❸ to turn the monsters blue. Once you've eaten all the monsters, the Time Keys appear.

Spin the Time Keys in the order indicated on the map for the best route and speed ❹, ❺, ❻, ❼, and ❽. This lowers the large wheel. Get the Orange and the Apple before jumping onto the lowered wheel. Let the wheel carry you to the exit ledge ❾ over the toxic pond. Find the Watermelon on the lower ledge, and then exit.

Area 11: Blue Blinker Cavern

AREA 11 COLLECTABLE TOTAL

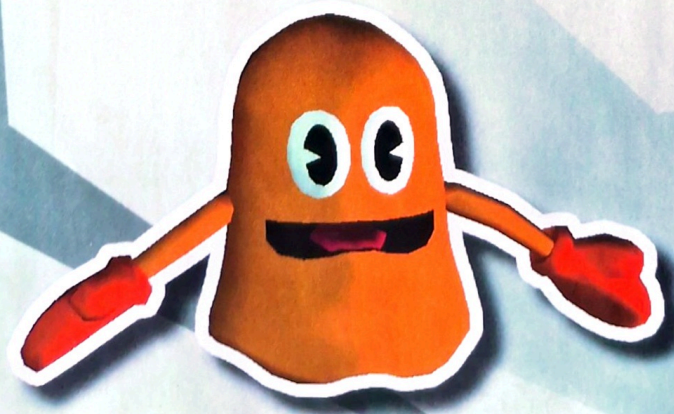
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	0
Apples	0
Oranges	0
Strawberries	0
Cherries	0

BLUE BLINKERS

As you enter the new cavern, step up to the end of the first ledge ❶. Blue Blinkers materialize. These Blue Blinkers remain solid as long as you are on or near them. Follow the path as it materializes in front of you.

Stop at Blinker platform ❷. A distant Blinker appears to the left. Jump to the Blinker ❸, and follow the materializing path to the platform ❹ to retrieve the Silver Pac-Man Statue. Return the way you came, and continue along the pathway to the exit ❺.



Area 12

AREA 12 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

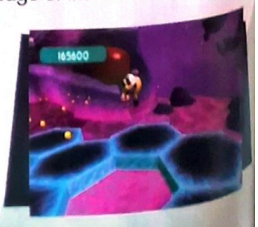
BLINKERS AND SPECTRAL

SILVER PAC-MAN STATUE AND STRAWBERRY

As you jump from ledge to ledge in the tall tunnel that connects this area to the last one, you find a small Health Wedge ❶ just before you reach the last ledge to Area 12. Use Wall Jumps above the Health Wedge to reach the Strawberry platform ❷. Jump down to the lower Silver Pac-Man Statue platform ❸.

A Spectral Monster challenge ensues as you venture farther into the cavern. There are two Spectral Fountains, one blocking each doorway. There are also two Power Pellets, also near each doorway ❹ and ❽. Complete the challenge to unlock the exit ❽. Use Wall Jumps in the nook ❺ near the exit to reach the small ledge.

You can find an Extra Life by Rev Rolling up the steep slope. The blue Blinkers appear when you walk to the edge of the Wall Jump ledge ❾. Follow the Blinker path to acquire the Apple and the Orange. Jump across the empty center to the opposite Blinker and reach the fruit during mid-jump.



Continue following the Blinker path to the Yellow Pac-Dot Chain Machine ❻, and ride it to the Watermelon platform ❼. Obtain the Cherry facing the toxic lake behind this platform. Exit through the doorway ❽.

Area 13: Blinker Mayhem

Area 13 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	1

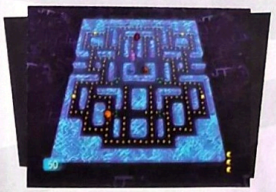
Watermelons	1
Apples	1
Oranges	0
Strawberries	1
Cherries	1

BLUE BLINKER BEDLAM

From the entry ledge ❶, head to the right across the Blinkers to collect the Apple from the canyon ledge ❷. Work your way around the Blinker pathway and its many forks to secure the Strawberry and Watermelon.

Head to Blinker ❸, and make a leap of faith to the distant Pac-Dots to the left, which appear not to have a Blinker below them. As you jump, you see a Blinker platform ❹ appear below your feet. Follow this long Blinker pathway around to the spire ledge ❺.

Jump up to the higher ledge to collect the Galaxian, and play a Maze Challenge. Return to the Blinkers, leap back from ❹ to ❸, and head to the exit ledge ❻. Enter the connecting tunnel between this area and the next. Smash all the crystals in this junction to find the hidden Cherry.



Area 14: Exiting Spectral Cliffs

Area 14 Collectable Total

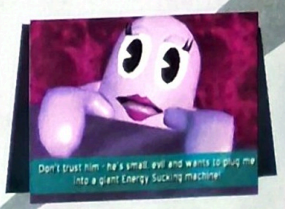
Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	0
Oranges	1
Strawberries	1
Cherries	0

END OF THE LINE

You begin this area on a ledge ❶. Retrieve the Strawberry from the second step-like ledge. Follow the crescent moon-shaped pathway to the Yellow Pac-Dot Chain Machine ❷. Use the machine to soar through the Collectors Card floating above the top ledge.

Head to the end of the upper ledge to collect the Orange, and follow the Blinker pathway ❸ to the final platform and the end of the level. Pinky is discovered hanging onto the edge of the platform and being harassed by the Spectral Fiend. He intends to add her to the energy-sucking Spectral Syphon.



Gogekka Central

COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	8
Apples	8
Oranges	8
Strawberries	8
Cherries	8

Area 1: Pinky at the Gates

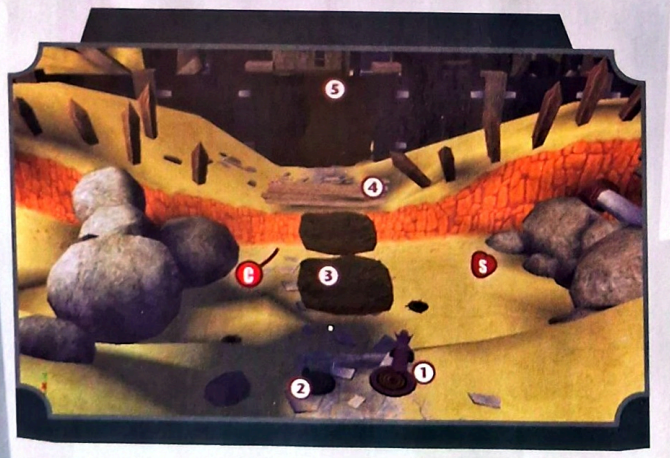
AREA 1 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

The first Spectral Syphon is inside the large junkheap-of-a-tower in the Gogekka desert. Orson wants you to infiltrate, investigate, and eradicate.

GHOST ALLY

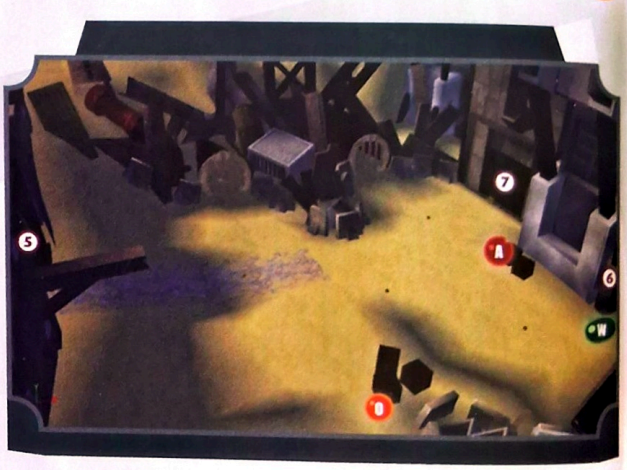


Now that you've saved Pinky at the end of the last level, occasionally she helps throughout your quest. Step on the pink Summoning Pad ❶ and perform a Rev Roll. Pinky materializes on the gray pad beside you ❷. Ghosts have special powers that require energy. Pinky's ability is to make ghostly objects solid in the realm of the living.

To power up this gift, you must take her across the ghostly magic platforms ❸ to the other side of the ravine. Stand in both Energy Fountains ❹ until the sphere energy gauges are filled. Jump on top of the ghostly platforms and press the Rev Roll button. When you're a ghost, this button executes the ghost's special ability. Press this button while standing over magic platforms to make them solid.

As Pac-Man, grab the fruit in the ravine, and then cross the solid platforms ❸ to reach the gates of the Gogekka tower ❺.

SUPER STOMP



A construction worker who's been pinned down for weeks by the Armalopes requests your help in ridding the yard of them. The green Super Stomp Power Pellet gives your Butt-Bounce Triple Combo *super* strength. Use this pellet, and the others that appear, to defeat the many Armalopes that fill the yard. Grab the fruit, and use the now-accessible lift ❼ to enter the tower.

WATERMELON

You can easily uncover the Apple and Orange by smashing the crates, but did you see the Watermelon? Use Wall Jumps in the nook ❻ to reach the high-floating Watermelon.

Area 2: Tower Market

Area 2 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

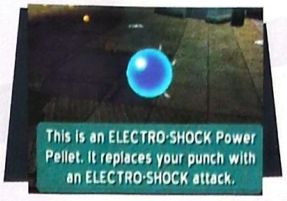
Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Spectral Monsters

As you venture inside ❶ the market floor, look inside the ventilation shaft to the right. There's a Galaxian inside. Before you try to get it, there's a Spectral Monster battle to win. Use a Power Pellet ❷ on the pipe platform and another on the store rooftop ❸.

Gyrotrons

Once the monsters are defeated, an Electro-Shock Power Pellet appears at the far end of the area. This replaces your Punch attack with bolts of lightning. Use this power to zap the Gyrotrons appearing in groups of three near the exit doorway ❹. Electrical shock is their weakness; remember that.



Everything Else

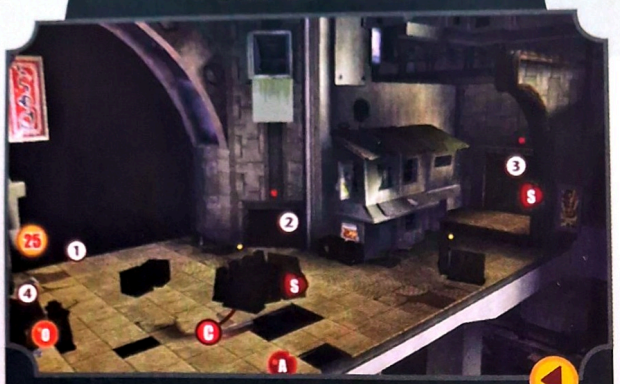
Find the Watermelon and the Orange near the exit. The Orange is in a crate. Use a Wall Jump beside the building and support beam ❺ to reach the Silver Pac-Man Statue on the rooftop. Continue across the high ledge ❻ to the rooftop ❼ and to the catwalk ❽. Jump through the floating Cherry to the high ledge with the red switch ❾. Bounce on the switch to stop the ventilation fan, which allows access to the Galaxian within.

Floating Apple

To reach the floating Apple, jump from the edge of the rooftop ❿ over the first bar ⓫ and through the Apple as you latch onto the second bar. Do not latch onto the bar ⓬, or you'll swing over the Apple.

Butt-Bounce on the two red pillars flanking the door to unlock the door inside the exit shaft ❹. To return to this area, you must do the same to the red switches at the opposite door.

Area 3: Tower Hub



Area 3 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	0
Apples	1
Oranges	1
Strawberries	2
Cherries	1

K-TRON BATTLE

❶ Use the Electro-Shock Power Pellets to destroy the horde of K-Tron robots. Once they're all defeated, exits ❷ and ❸ become accessible. A lift shaft ❷ takes you to the lower level Area 4 , which is your next destination. An exit ❸ takes you to Areas 5, 6, and 7.

Collect the fruit from the hub area, and use the Wall Jump nook ❹ to reach the Silver Pac-Man Statue on the ledge above. Enter the elevator shaft ❷ to head down to the lower level Area 4 .

BREEZEWAY STRAWBERRY

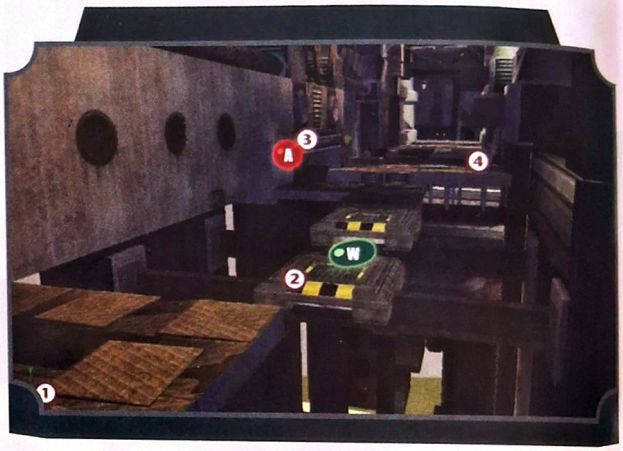
In the small room beyond the door ❸ is a Strawberry hidden inside a crate.

Area 4: Tower Lower Level

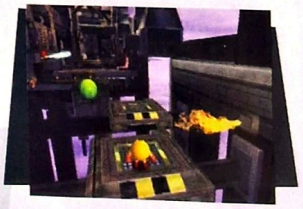
Area 4 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	0

FIRE and STEAM PLATFORMS

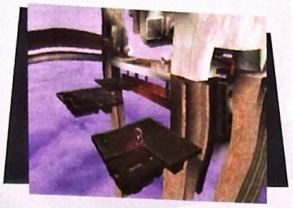


Jump from the entry platform ❶ to the moving platform ❷. Jump through the floating Watermelon between the moving platforms. Grab the Apple as you shimmy along the steam pipe ❸. Stop between bursts of steam to avoid damage. Perform a Rev Roll on the Pinky Summoning Pad ❹.



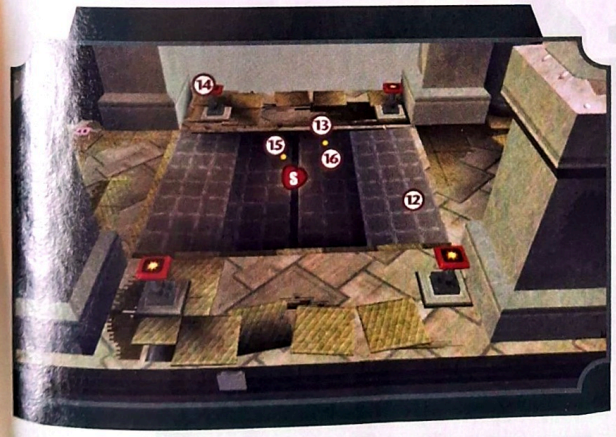
PINKY ASSISTANCE

Pinky can only hold three solidified platforms in the real world at once. When you solidify the fourth platform, the oldest solidified platform turns ghostly once again. There are four ghostly platforms located at points ❽ thru ⓫, and only three Spectral Fountains located at points ❺, ❻, and ❼. Fill up on all three fountains, and then solidify platforms ❽, ❾, and ❿.



Return to Pac-Man, and jump across these platforms to reach the Silver Pac-Man Statue. Have Pinky solidify platforms until ❽, ❾ and ⓫ are all solid. This requires resolidifying particular platforms, depending on which one was the oldest solidified platform. Then, as Pac-Man, head to the furthest platform ⓬.

K-TRON and GYROTRON BATTLE



An Electro-Shock Power Pellet ⓭ is in the middle of the battle platform. The first wave is K-Trons. Save the Power Pellet for the next wave, and use Butt-Bounce Triple Combos to defeat the K-Trons. The Electro-Shock Power Pellet is better spent on the Gyrotrons, which appear in the second stage of the battle.

Butt-Bounce on the four red switches ⓮. A combined wave of K-Trons and Gyrotrons attack before you can pound down the fourth switch. Use the Super Stomp Power Pellet ⓯ that appears on the platform to easily defeat these enemies.

Butt-Bounce on the final red switch, and the last wave of attacks is made up of K-Trons and Gyrotrons. Use the Electro-Shock Power Pellet ⓰ that appears on the platform to quickly rid the area of Gyrotrons, and then Butt-Bounce the remaining K-Trons.

Head back the way you came to Area 3, the Hub. Once there, take the final passage ❸ on the Area 3 **map** to Area 5.

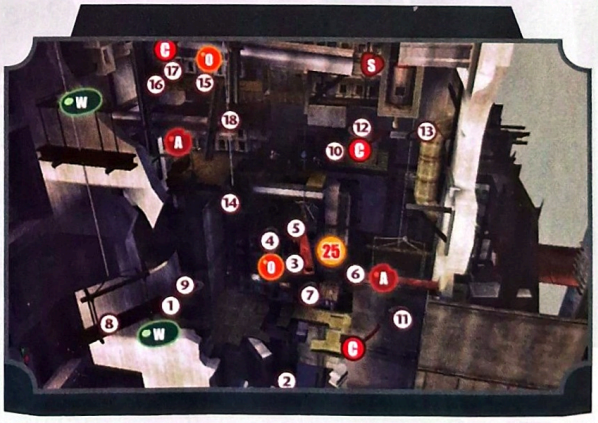
Area 5: Upper Tower

AREA 5 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	2
Apples	2
Oranges	2
Strawberries	1
Cherries	3

TOWER LEVEL ONE



B-DOING MANY BOUNCES

FIRST LEVEL

Defeat the Gyrotrons on the first level ❶. Jump on the small house near the entryway to get the Watermelon. Find an Orange on the rooftop of the buildings on the left. Continue around the corner of the same houses to find the Silver Pac-Man Statue. Find a Cherry at the opposite end of the floor.

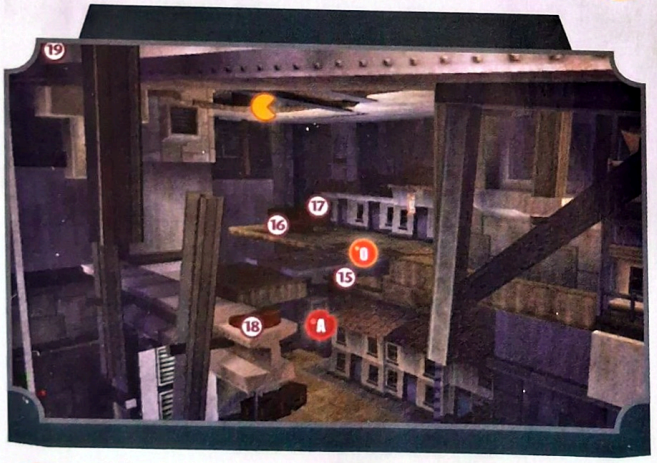
Use B-Doing ❷ to reach the pole ❸ above the Orange rooftop. Swing left and hit B-Doing ❹ to be launched onto a hanging girder ❺. Jump from this girder to the next ❻ to get the Apple.

Return to the girder ❺ and jump on B-Doing ❼ to sail through the air. Nab a floating Watermelon and land on a pole slide. This drops you on a girder ❽.

Jump from the girder ❽ to B-Doing ❾ to the rocket to the pole ❿. Swing to the pole on the right to nab the floating Cherry. Continue to the right, slide down the pole, and return to the girder ❻ using the left wall poles.

Use B-Doing ⓫ to bounce to B-Doing ⓬, which launches you through a Strawberry and down to B-Doing ⓭. This launches you to the sliding pole and down to B-Doing ⓮. Bounce from B-Doing ⓮ to latch onto a pole ⓯ on the third level.

TOWER LEVEL THREE

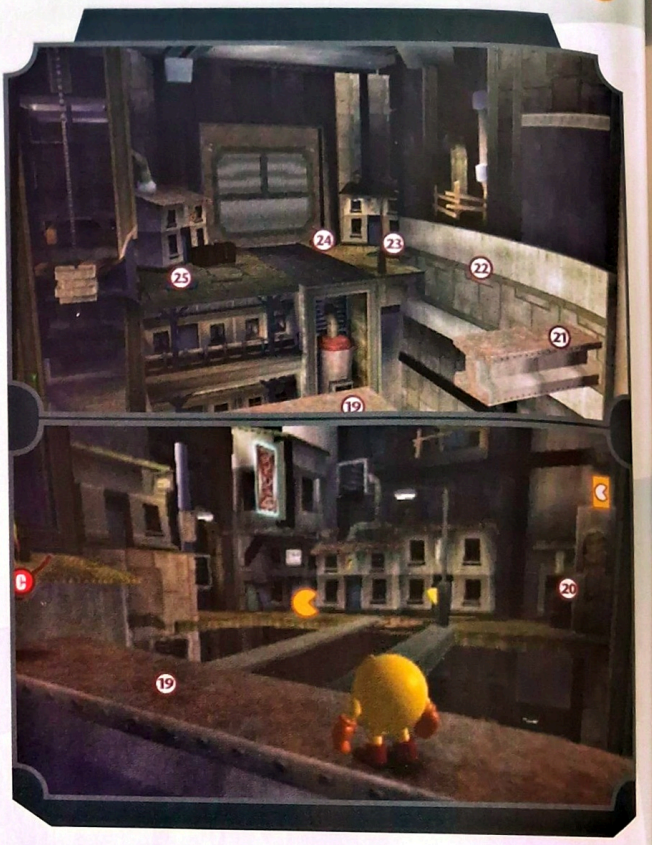


REACHING THE FOURTH LEVEL

While hanging onto the pole ⓯, jump straight up to grab the Orange and land on the pole again. Now swing forward to the edge of the third floor. Break the crate ⓱ for the Red Crystal, and Butt-Bounce the red switch ⓰ to raise the girder ❽.

Defeat the Gyrotron on the beam, and use the Red Pac-Dot Chain Machine ⓲ to be carried back to the girder ❺. B-Doing ❼ sends you to the newly raised girder ❽ and a yet unused B-Doing. Bounce from the B-Doing at the end of the girder ❽ to reach another girder ⓳ on the level four.

TOWER LEVEL FOUR



FOURTH LEVEL

A Cherry is located at the end of this girder ⓳. Follow the girders to the shops, and break the crates for an Extra Life.

Use Wall Jump in the corner ⓴ to reach the Collectors Card on top of the air duct. Jump from the end of the girder ⓳ to reach another girder ㉑.

Shimmy ㉒ across the wall to reach the exit platform. Defeat the Gyrotrons. Save your progress ㉓. The Blue Pac-Dot Chain Machine ㉕ will be used on your way back through. Head into the next area after unlocking the door by bouncing on the floor switch ㉔.

Area 6: Spectral Monster Chamber

Area 6 Collectable Total

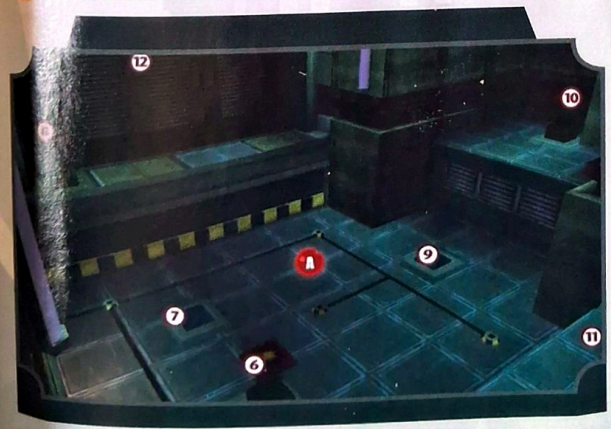
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	0

MONSTER MUNCH

A Spectral Monster battle begins as you venture through the doorway ❶ of this chamber. The door locks behind you. To return to the previous area after the battle, bounce on the nearby floor switch to open the door. Use Power Pellets ❷ and ❸ to turn the monsters blue. Eat 'em all up, and then collect the Watermelon, Strawberry, and Silver Pac-Man Statue from the rooftops. Find the Orange in a crate in the corner. Bounce on the red switch ❹ and enter the next chamber.

SWITCH CHAMBER



You enter this room on the ledge ⓫. Avoid the spraying steam on the ground as you defeat the Gyrotrons on the floor. There are six switches in this room four red and two blue . Bouncing on a switch ❻ raises blue switch ❾, which allows you to jump to the red switch ⓾ ledge. The red switch ⓾ raises the blue switch ❼, allowing you to reach another red switch ❽. Bounce on that switch ❽ to open the door to the new area ⓬. When you have to return to the tower, bounce on ❾ to raise ❻ to allow you to get to ⓫, which opens the door ❺.

Area 7: Crane Rig

Area 7 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

POWERING THE CRANE

As you explore the crane rig platform, you are attacked by K-Trons, Gyrotrons, and the tougher-than-nails Mutonians. This attack is continuous until you power up the crane, but the first wave of Mutonians is the fiercest battle. There are Power Pellets of every type in ample supply on this platform. Use them to help defeat the enemy. Find Ribbon Loop Power Pellets at the end of the rig, one out in the open and another in a crate ❺.

Use Rev Roll Plates ❷, ❸ and ❹. Continue rolling until the plug above the plate is plugged into the outlet on the ground. Enemies attack between plug-ins. Once all three plugs are in place, the crane powers up and lowers a large drainage pipe at the Hub Area 3 . This conduit allows you to access Area 8. Collect all the fruit and grab the Blue Crystal ❻.

Return to the Blue Pac-Dot Chain Machine on the top level of Area 5. This takes you down to the first level. Head back to the Hub.

Area 8: Mega Syphon Hacking—Pac-Man Style

AREA 8 COLLECTABLE TOTAL

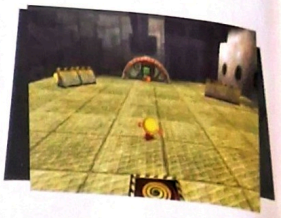
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	0
Oranges	0
Strawberries	0
Cherries	1

EXIT BATTLE

From the Hub Area 3, cross the large, rusted metal girder-bridge to Area 8. Defeat or run past the two K-Trons. Take the Cherry from inside the conduit, and Butt-Bounce on top of Bomb-a-Tron dispensers ❷ and ❸. This stops the Bomb-a-Tron from spawning. You can Butt-Bounce and explode Bomb-a-Trons without taking damage.

Continue forward and grab the Electro-Shock Power Pellet to clear the Gyrotrons and damage the K-Trons. This creates a short lull, giving you enough time to bounce and destroy the two remaining Bomb-a-Tron spawning dens ❹ and ❺. Use the Health Wedges from the corner posts to replenish lost health, and find the Watermelon behind the barrier. Make sure to get all the collectibles before beginning Virtual Pac-Man.



HACKING THE COMPUTER

Using Electro-Shock and Super Stomp Power Pellets, continue attacking the enemies that appear near the road barricades. When the coast is clear, Rev Roll on the Rev Roll Plate ❻ to lower the shield on the Virtual Pac-Man machine ❼. Approach the machine and complete the challenge to finish the level, which destroys the Mega Syphon.

The Spectral Vale

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	7
Apples	7
Oranges	7
Strawberries	7
Cherries	7

Area 1: Back in the Spectral

Area 4 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	1

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

That was good work in the real world, retrieving Pinky and shutting down the Mega Syphon! But now Orson sends you back to the Spectral Realm to find Clyde. You need him... he's a fighter.

ARRIVAL

Jump from one ledge ❶ to the next. Avoid the energy spheres and smash the Snitterlings. Grab the Apple from the ledge, and use Wall Jumps in the nook ❷ to reach the ledge ❸. Grab the Cherry and Wall Jump from the ledge ❸ to the top ledge. Drop off the top ledge to get the Orange. Enter the next chamber ❹.

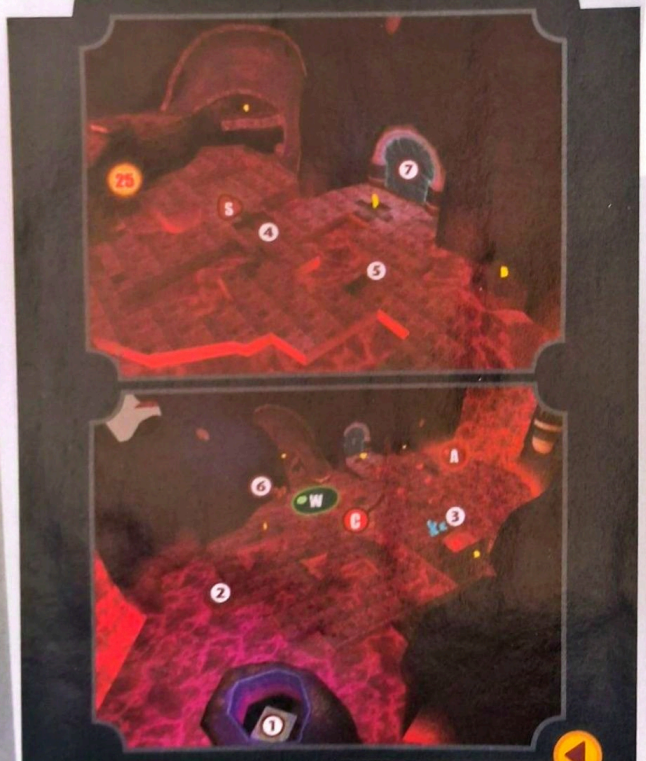
PILLAR PUSHING

This chamber is full of pillar switches. Each pillar you Butt-Bounce on moves one or more other pillars in the room. The ultimate goal is to lower the large column in the back of the room to reveal a B-Doing pad, and exit through the hole in the ceiling.

Bounce on pillar ❺ to raise pillar❻. Use ❻ to jump onto ❼. Butt-Bounce on ❼ to raise pillars ❽and ⓬. Butt-Bounce on ❿ to raise ⓫. Jump on ⓫ to reach ⓮. Butt-Bounce pillar ⓮ to raise pillar ⓭ in the sludge pond. Jump across ⓫ and ⓭ to reach pillar ⓯ on the platform. Butt-Bounce ⓯ to raise pillar ⓰, and the Rev Roll Plate ⓱ in the pond near the entrance. Jump from ⓰ to ❽ to reach the Blue Crystal ❾.
Rev Roll the plate ⓱ to lower the B-Doing column ⓲.

Grab the Watermelon as you Wall Jump up the two columns to reach the Galaxian. The Blue Pac-Dot Chain Machine ⓳ is used for returning to the entry ledge ❹. Use B-Doing ⓲ to bounce through the ceiling above to enter the next area.

Area 2: Spectral Lake Monster Maze



AREA 2 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	0

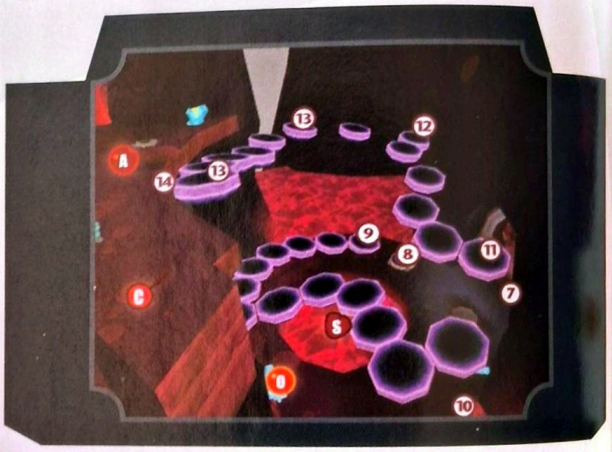
Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

DUAL MAZES

There are two Spectral Rifts spitting out Spectral Monsters, one on each level ❻ and ❼. You begin on the leftmost side of the maze ❶. There are two Power Pellets on each maze ❷, ❸, ❹ and ❺.

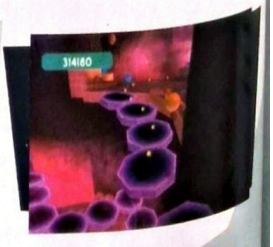
The two mazes are connected by a Rev Roll banking corner and a Rev Roll slope. Defeat the monsters in the first maze, and then move to the lower maze to finish off the challenge. The tricky items to find are the Silver Pac-Man Statue in the cave on the lower level and the Apple on another floating rock near the exit ❼.

BLINKER RAVINE

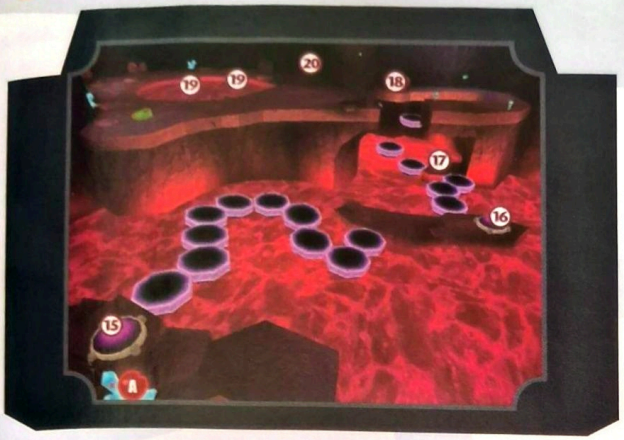


As you pass through doorway❼, look for the Strawberry on a floating platform in the middle of the toxic pool. Break the crystals near the canyon wall to reveal the hidden Orange. Bounce on switch ❽ to expose the purple Blinker platforms ❾.

Purple Blinkers disappear soon after you touch them and reappear soon after you leave them. Quickly traverse the first pathway of Blinkers and jump to the next switch ⓾. Butt-Bounce to reveal Blinker path ⓫. Jump across Blinker path ⓫ to switch ⓬. Butt-Bounce to reveal path ⓭. Jump across these Blinkers to reach the high ledge ⓮.

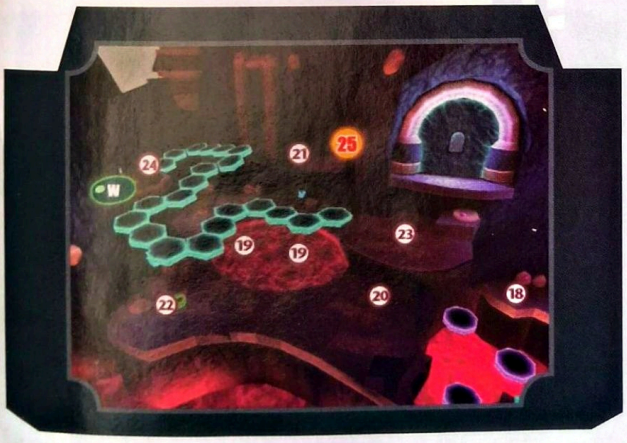


UPPER LEVEL



On the upper lake platform ⑭, smash the crystals to reveal a hidden Apple, and grab the Cherry from the ledge along the left canyon wall. Butt-Bounce the purple Blinker switch ⑮, and cross the Blinkers to the next platform and Blinker switch ⑯. Bounce on this switch, and follow the Blinkers to ledge ⑰. Continue jumping up on Blinker platforms to reach the upper ledge ⑱.

SPECTRAL MONSTER BATTLE



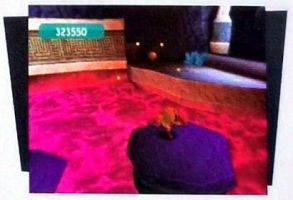
Jump from platform ⑱ to the Spectral Monster plateau. Find two Power Pellets on floating platforms in the lava pool ⑲. Use them to turn the creatures blue and edible. Finish them off, and a Green Crystal appears where the rift was located ⑳.

SILVER PAC-MAN STATUE AND WATERMELON

Wall Jump in the nook ㉑ to reach the Silver Pac-Man Statue on the ledge above. Use the Green Crystal to activate the Green Pac-Dot Chain Machine ㉒. The Pac-Dots carry you to the exit ledge ㉓. Follow the blue Blinker pathway to ledge ㉔ to secure the Watermelon, and then return to the exit.

SAVE CHAMBER

Inside the save chamber is a Save Console ㉕ and three floating platforms in the lava pool ㉖. To get the hidden Extra Life, jump up on the small stump ㉗ and on top of the narrow ledge. The Extra Life is against the back wall. Just follow the narrow ledge.



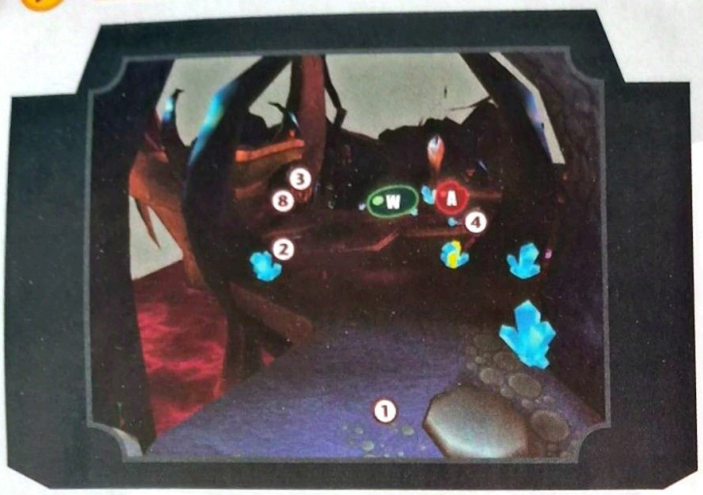
Area 3: Rescuing Clyde

AREA 3 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	0

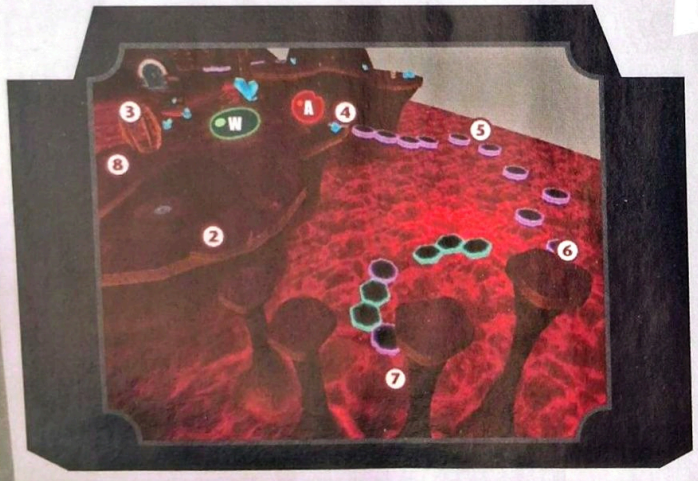
Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

GETTING THE GHOST



Jump from the entry ledge ❶ across the spires to the main platform ❷, where Clyde is held captive ❸. Smash the crystals near the Blinker switch to get the hidden Watermelon. Butt-Bounce on the Blinker switch ❹ to expose the Blinker pathway.

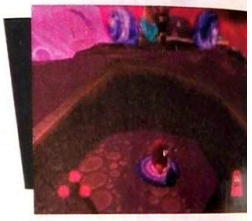
ACQUIRING THE RED CRYSTAL



Quickly travel across the Purple Blinkers hovering over the lava, and stop at the Blinker switch pillar ❺. Butt-Bounce to expose the next Blinker pathway. Jump across these Blinkers to reach the next Blinker switch ❻. Butt-Bounce and follow the final Blinker pathway to the Red Crystal ❼. Return to Clyde's platform, following the same route. Use the newly found Red Crystal on the Pac-Dot Chain Machine ❽.

FREEING CLYDE

The Red Pac-Dot Chain Machine ❽ sends you to the top of the larg round platform above. Step on Clyde's Summoning Pad ❾ and perform a Rev Roll. Clyde appears on his pad below the cage. Jump from the small island ❿ to the main platform, and use Sonic Boo to turn the attacking Spectral Monsters blue. Shoot 'em again to destroy them.



Charge up Clyde on the Spectral Fountain near the breakable monument ⓫. Stand facing the large blue crystals on the breakabl monument, and perform a Super Boo to knock the monument over and form a bridge to the next platform.

Take the Blue Crystal ⓬ and use it on the Blue Pac-Dot Chain Machine ⓭. This carries you to the monument/bridge ⓫.

ESCAPING THE AREA

Cross the monument/bridge ⓫ to reach the next landmass. Break the crystals dead ahead to uncover the hidden Cherry. Head to the right and break more crystals to find the hidden Strawberry and take the Collectors Card. Butt-Bounce on the Blinker switch ⓮ to expose the Blinker path to the exit ledge ⓯.

EXIT LEDGE

On the exit ledge ⓯, find the Orange on the upper platform, and follow the crescent moon-shaped ledge to the Silver Pac-Man Statue. Head through the exit ⓰ to the lava chasm.

Area 4: Lava Chasm

AREA 4 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

LAVA CHASM

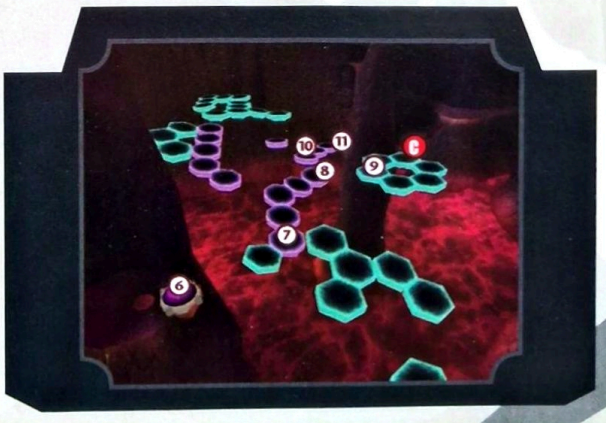
From the first ledge ❶, follow the blue Blinker pathway, taking only left paths to reach ledge ❷. Butt-Bounce on the Blinker switch to expose the purple Blinkers to ledge ❸. Take the Silver Pac-Man Statue from the ledge and return to ledge ❷. Return to the blue Blinker path. At intersection ❹, begin working your way toward the Pac-Dots that lead to the center spire ❺.

THE FIRST SPIRE

On the first spire ❺, jump up to the next ledge to grab the Watermelon, and then Butt-Bounce on Blinker switch ❻. This exposes purple Blinker path ❼. Make a leap of faith from the Blinker switch ❻ to the blue Blinker that appears just before the first purple Blinker ❼. Or, walk around the previous path for a longer but safer route. Quickly navigate over the purple Blinker path ❼, and leap from Blinker ❽ to blue Blinker ❾. Jump through the Cherry.

THE SECOND SPIRE

Jump from Blinker ❾ back to purple Blinker ❽, quickly pivot right, and jump the following four purple Blinkers ❿ to reach the second spire's ledge ⓫.



REACHING THE EXIT LEDGE

Butt-Bounce on the Blinker switch on the second spire ⓫. This materializes a distant set of purple Blinkers ⓬ near the exit ledge ⓴. Jump back to purple Blinker ⓭ and leap to blue Blinker ⓮. Leap from ⓯ to ⓰ and grab the Strawberry.

Jump back from ⓰ to ⓯, and then jump from ⓱ to purple Blinker ⓲. Immediately step onto the solid blue Blinker path to your right. Follow purple Blinker path ⓬ to purple Blinker ⓳. Quickly jump to the lower purple blinker on the left, and then to the blue Blinker circle to get the floating Apple. Return to Blinker ⓳ and jump to the exit ledge ⓴. Save your progress on the Save Console through the doorway.

Area 5: Time Key Chamber

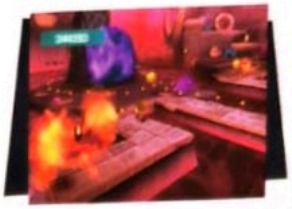
Area 5 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

SPECTRAL MONSTER BATTLE

As you venture down the first slope from the entry ledge ❶, a Spectral Monster battle begins in the large maze below. Three rifts appear around the maze ❷, ❸ and ❹. Use Power Pellets ❻, ❼ and ❽ to defeat the monsters. Jump across lava pits to shortcut across the maze for a quick defeat. When the battle is won, Time Keys appear in locations ❷, ❸, ❹ and ❺. Run through these Time Keys to make four more Time Keys appear.



MORE TIME KEYS

Time Keys ❾, ❿, ⓫ and ⓬ must all be spun at the same time to lower the three large wheel platforms. To reach these keys, you must Wall Jump against the ledge and the upright wheel platform at Time Key ❾. Once you're on the top ledge, simply run or jump through the remaining Time Keys. Use B-Doing ⓭ to bounce to B-Doing ⓮ and back to the original ledge ❶. Jump from the highest point of the original ledge where the Apple was to the nearest wheel. Jump from wheel to wheel to reach the exit ledge ⓯ and the Watermelon.

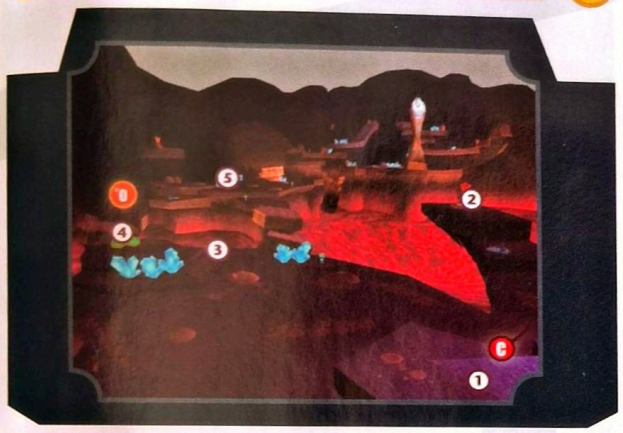
Area 6: The Spectral Fiend

Area 6 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Spectral Fiend Battle



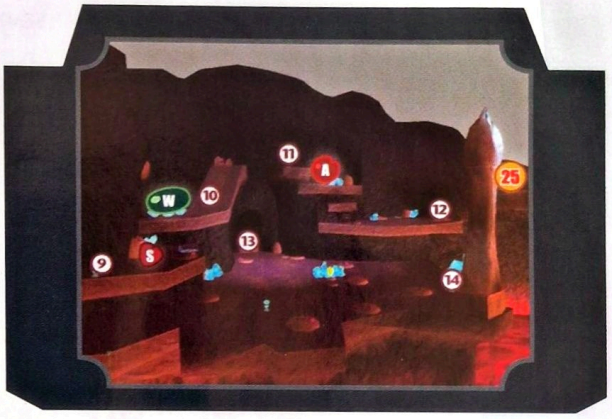
Grab the Cherry from below the entry ledge ❶, and then use Clyde's Summoning Pad ❷. As Clyde, clear the Spectral Monsters from the first landmass. When the battle is won, a Green Crystal appears ❸. Use the crystal on the Green Pac-Dot Chain Machine ❹ to ride to the next island ❺. Notice the Orange on the small platform on your way. Don't forget to get this fruit after the next battle.

Second Spectral Monster Battle

A Spectral Monster battle begins as soon as you set foot on island ❺. Quickly Wall Jump in nook ❻ to reach the upper ledge and use Clyde's Summoning Pad ❼. Use Clyde to defeat the Spectral Monsters.

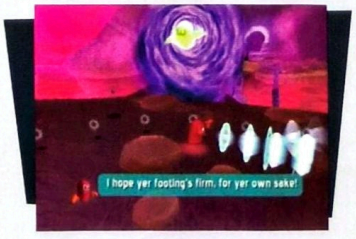
Once the battle is won and the rifts are gone, stand on ledge ❽ and Rev Roll along the banking pathway to reach ledge ❾. If you have difficulty making this move, try jumping at the last minute to get a little more distance out of your Rev Roll.

Defeating Spectral Fiend



Collect the Strawberry and break the crystals to find the hidden Watermelon. Rev Roll up the slope ❿ and leap to ledge ⓫. Drop down to the Apple, and follow the ledge behind the Summoning Pad ⓬ to get the Silver Pac-Man Statue. Summon Clyde using his Summoning Pad ⓬ to fight the lengthy and final Spectral Monster battle. This is a very long battle, so be vigilant.

The Spectral Fiend watches his minions fight from atop the large monument ⓮. When the battle is won, a Spectral Fountain ⓭ appears against the canyon wall. As Clyde, fill up on the energy, and perform a Super Boo on the large blue crystals on the monument ⓮. This knocks the Spectral Fiend into the syphon vortex to complete the level.



Zephyr Heights

COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	7
Apples	7
Oranges	7
Strawberries	7
Cherries	7

KEY: Extra Life · Statue · Card · Galaxian · Apple · Watermelon · Strawberry · Orange · Cherry

Area 1: The Mountains of Zephyr

AREA 1 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

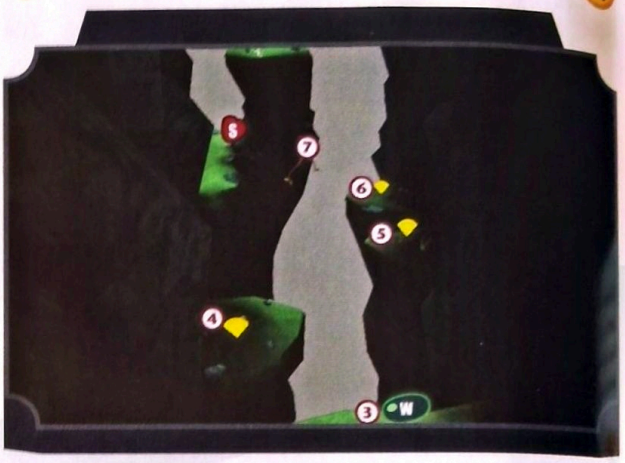
Watermelons	1
Apples	1
Oranges	1
Strawberries	2
Cherries	1

Orson teleports Pac-Man to the lush and beautiful mountains of Zephyr Heights. The vacation is over as soon as it begins! Pac-Man finds himself surrounded by Armalopes!

SPIKED ARMALOPES AND LUMMOX

You begin this level on the multi-tiered rock platform ❶, with Spiked Armalopes wandering the meadow below. There are two Ribbon Loop Power Pellets in the area: one on a ledge ❷ and another behind you near a large Health Wedge. Save one of these Power Pellets for the battle with the Lummox that comes crashing through the sealed doorway after you finish off the Armalopes. Stick to punches to defeat the Spiked Armalopes. However, the Lummox is only damaged by the Ribbon Loop and Butt-Bounce Triple Combos. Find the hidden Cherry in the barrel before you leave the area.

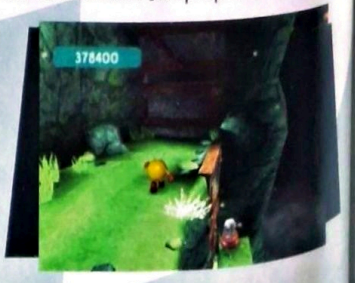
MOUNTAIN PATHWAY



Defeat the two Armalopes in the first mountain pathway, and drop down to the small ledge ❸ to get the Watermelon. Jump across ledges ❸, ❹, ❺ and ❻, and then leap to the branch ❼ and swing to the next pathway.

ROCK CLIMBING

Find the Strawberry behind the rock spire, and drop down to the lower ledge ❽ to the Silver Pac-Man Statue. Jump up and latch onto the slots in the canyon wall. Continue jumping to the next slot to reach the pathway above. Perform the same move to scale ledge ❾ and reach the upper path.



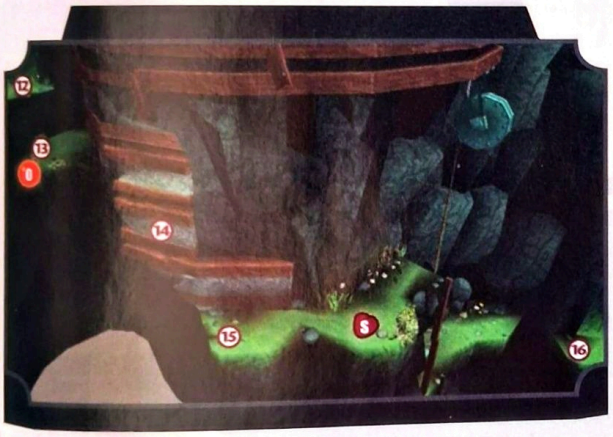
Area 2: Windmills

Area 2 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	1
Silver Pac-Man Statues	0	Oranges	1
Galaxian	0	Strawberries	0
		Cherries	1

CHAIN LINK CLIMBING

Defeat the Spiked Armalope, then drop down to the small ledge below the spire to grab the Apple. Climb the chain link to the top of the spire ⑩, and leap to ledge ⑪ to get the Galaxian. Jump from ledge ⑫ to ledge ⑬.

TO THE WINDMILLS

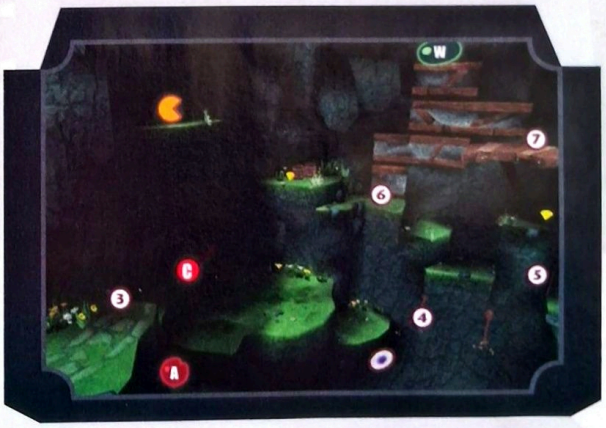


Jump to the ledge with the Orange from ledge ⑬. From the next ledge, hop up and latch onto the wall slots on the side of the cliff. Move over the crack in the wall, and then drop down two levels of slots by pressing the Punch button twice. Shimmy above the next ledge and drop. Take the Strawberry. Jump on the pole and slide down to the ledge below. Jump to the next ledge ⑯ and to the following windmill platform.

WINDMILL PUZZLE

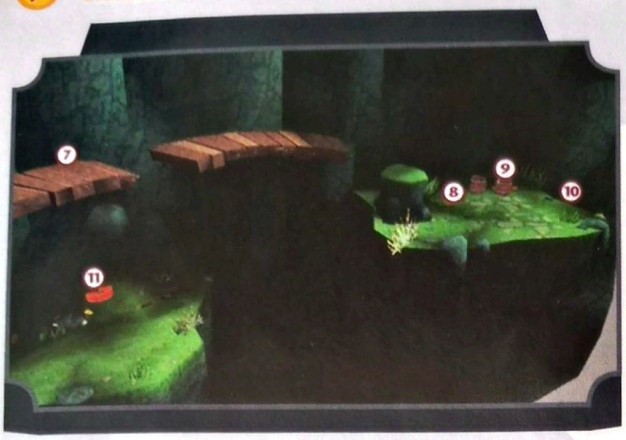
Defeat the three Armalopes and enter the Windmill ❶. It's missing a gear. The ropeway ❷ cannot operate without it. Head to the left ledge ❸ to begin your search for the gear.

WINDMILL GEAR SEARCH



Drop down from ledge ❸ to the next ledge and defeat the Armalopes. Knocking them off the mountain is entertaining! Find the Apple on the small lower ledge and the Cherry in the cave. Swing from the branches ❹ to reach the next ledge. Defeat the Armalope. Climb the chain link ❺ and hop to ledge ❻. Use the canyon wall slots to reach the Watermelon above. Jump up on the highest slot to reach it. Shimmy to the wooden catwalk ❼.

THE WINDMILL GEAR



Jump from the catwalk ❼ down to ledge ❽ and defeat the three Armalopes. Smash the barrels to discover the Windmill Gear ❾. Drop over the edge of the ledge ❿ to obtain the Red Crystal. Drop from the wooden catwalk down to the Red Pac-Dot Chain Machine ledge ⓫. Use this machine to reach the Extra Life on the high ledge near the windmill. Place the gear inside the windmill, and ride the ropeway up to the cave entrance.

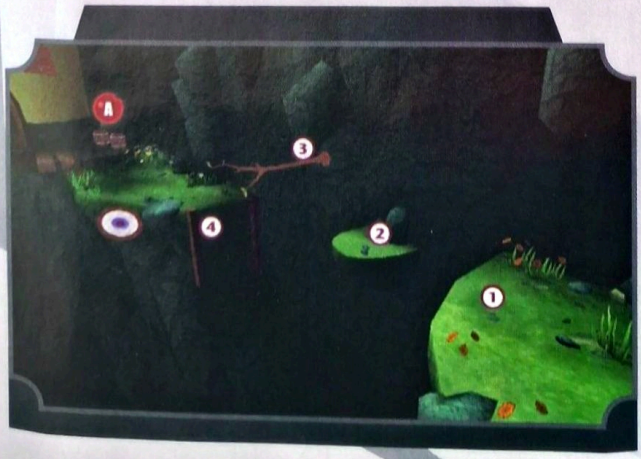
Area 3: Archeologist Village

AREA 3 COLLECTABLE TOTAL

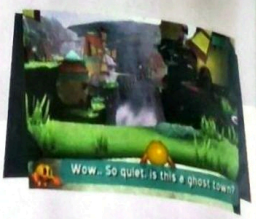
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

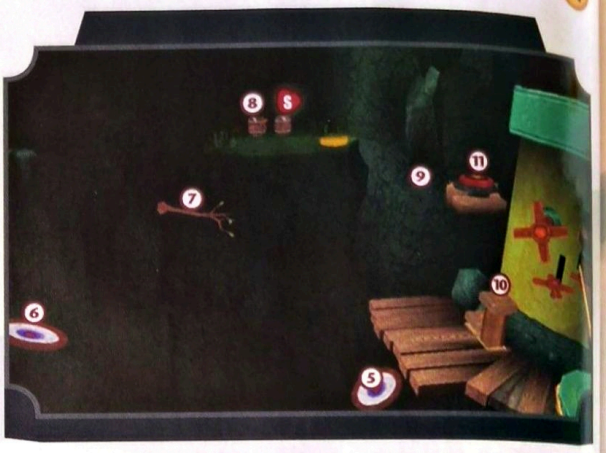
PUZZLING WINDMILLS



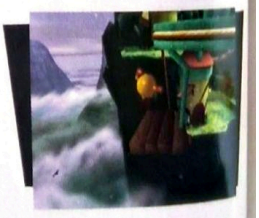
You reach the Archeologist Village through the Save Console tunnel. Jump from ledge ❶ to the small platform ❷ to the branch ❸. Swing from the branch to the chain link ❹, and climb to the first windmill platform. Break the barrel to reveal the hidden Apple.



FINDING THE WINDMILL GEAR



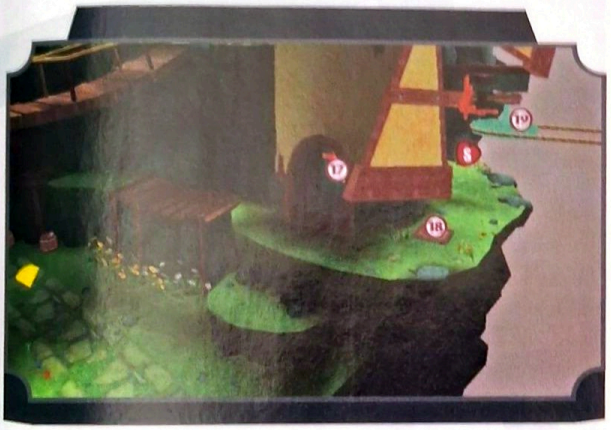
Around the back of the windmill, jump on B-Doing ❺ to bounce off B-Doing ❻, sending you to a tree branch ❼. Swing to the platform and break the barrel ❽ to find the Windmill Gear. Break the second barrel for a Strawberry. Use the Yellow Pac-Dot Chain Machine ❾ to return to the windmill. Set the Windmill Gear inside the windmill. Butt-Bounce on pillar switch ❿ to raise the adjacent one. Use the pillar to reach the red switch ⓫. Butt-Bounce on the switch to get the ropeway moving. Ride the ropeway down to the next windmill ⓬ across the ravine.



ACROSS THE RAVINE

Windmill 12 is locked and requires a key. Hop up on the ledges and cross the wooden platforms to reach the cliffside slotted wall 13. Jump up to latch onto the slot, and shimmy and jump to the next. Shimmy and drop to the next ledge to find the Key on lower ledge 14. Hop up on the wooden platform to get the Cherry. Use the Key on the windmill lock 15. Break the barrels inside the windmill to get the Orange and the Windmill Gear 16.

LEAVING THE SECOND WINDMILL PLATFORM



Use the newly found Gear 16 inside the second windmill. Find a hidden Strawberry in the flowers behind this windmill. Rev Roll on the Rev Roll Plate 18 to move the windmill blades, making the ropeway 19 operational. Ride the gondola to the next landmass across the ravine.

SPECTRAL MONSTER BATTLE

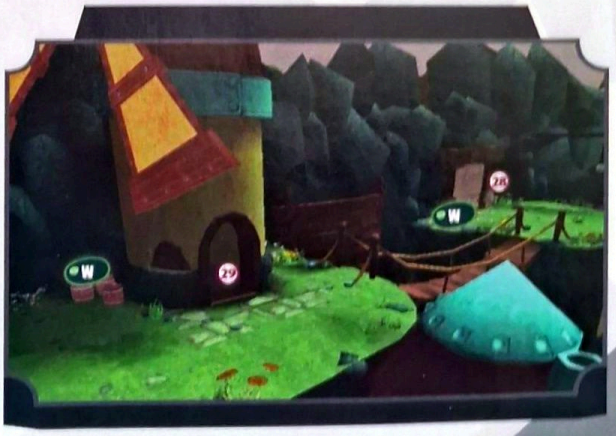
A Spectral Monster battle occurs as soon as you arrive at the third windmill platform. Use the one and only Power Pellet 20 to defeat the Monsters. When you win the battle, a Blue Crystal 21 appears.

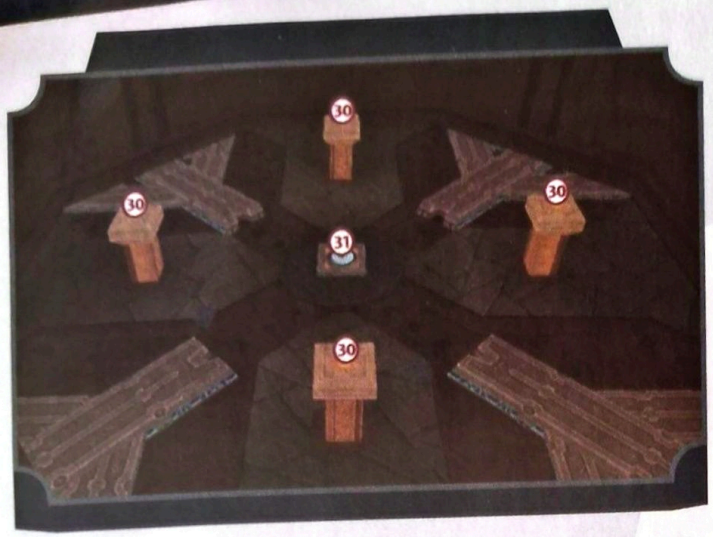
After acquiring the Cherry from the barrel and the Orange from behind the windmill, use the Blue Pac-Dot Chain Machine 22. The Pac-Dots carry you to ledge 23.

FOURTH WINDMILL PLATFORM

Break the cliffside barrels to uncover the Apple and the Windmill Gear 24. Place the gear in the windmill 25. Rev Roll the Rev Roll Plate 26 to turn the blades. Butt-Bounce on the pillar switch 27 to raise the adjacent pillar. Jump from the raised pillar to the red switch platform, and perform a Butt-Bounce on the switch to make the ropeway operational. Ride the gondola behind the windmill to the next windmill platform.

FINAL WINDMILL PLATFORM





The Blue Ancient Key hole 28 needs a key. Break the barrels near the cliff to uncover the hidden Watermelon. Cross the suspension bridge to the next windmill and defeat the Armalopes. Break the barrel behind the windmill to uncover another hidden Watermelon. Break the barrel inside the windmill to recover the Blue Ancient Key 29. Return to the key hole 28 and open the door. Butt-Bounce on all the pillar switches in the large elevator room, and then Rev Roll on the Rev Roll Plate 31 to lower the floor. Don't lower the floor all the way. There are Pac-Dots under the floor.

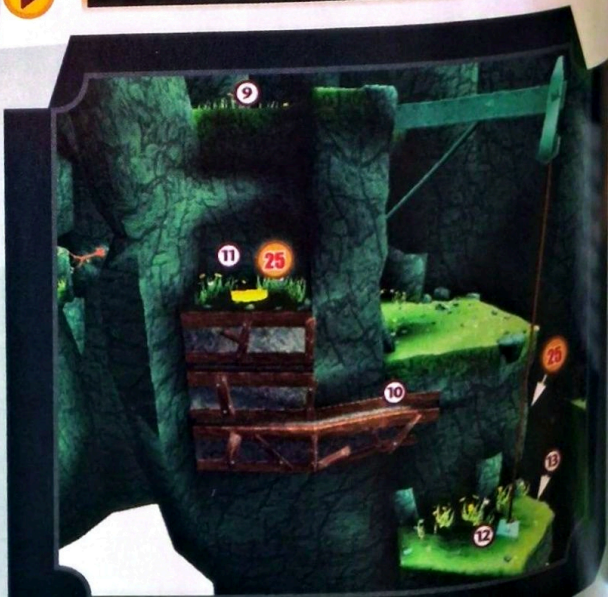
Area 4: Syphon Fortress

Area 4 Collectable Total			
Item	Quantity	Watermelons	3
Collectors Cards	1	Apples	3
Silver Pac-Man Statues	4	Oranges	3
Galaxian	0	Strawberries	3
		Cherries	3

Leaving Archaeologist Village

Use the Save Console 1 to save your progress. Avoid the toxic pollen-spitting plants 2; their spores cause damage. Drop down to the smaller ledge 3 to get the Orange. Continue ahead to the Cherry on the pathway, Wall Jump up the wooden nook 4 to ledge 5, and jump to the arch and then to the spire 6 to find the Watermelon. Jump from the end of the pathway to the branch 7. Swing from one to the other, and then to ledge 8 to get the Apple. Attack the Armalopes under the following archway 9. Stop just on the other side of the archway.

Hidden Items Galore



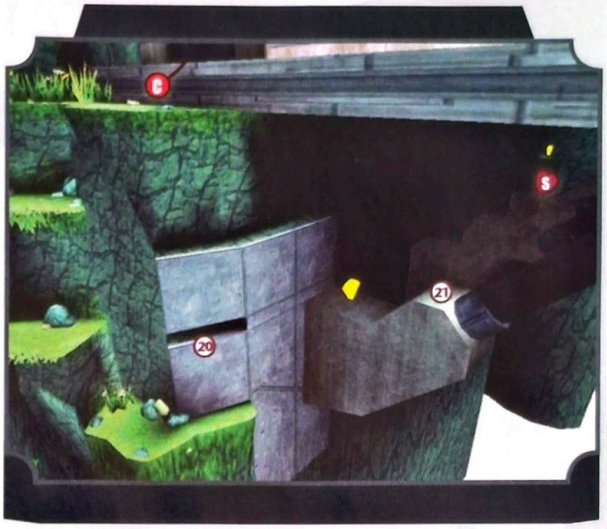
Drop off the end of the ledge to latch onto wooden canyon slots ⑩. Shimmy left and jump up two levels to a secret cave. Inside you find a Silver Pac-Man Statue and a Yellow Pac-Dot Chain Machine ⑪. The machine carries you to the sliding pole and down to platform ⑫. Drop down to the little ledge ⑬ below, and hop to the next small ledge to find another secret cave containing a Silver Pac-Man Statue. Return to ledge ⑬, and then jump to ⑭ and then ledge ⑮. Grab the Strawberry, and use the wooden slots on the canyon wall to reach the top ledge ⑯.

CHROME PAC-MAN

From atop the high ledge ⑯, you can see the enemies that await you below. There are three Laser Turrets ⑱ on the far end of the platform. They shoot continuous laser beams that scan the entire surface of the platform. You can jump over these beams to avoid taking damage. There are also plenty o' K-Trons to battle. Chrome Power Pellets ⑰ make Pac-Man temporarily invulnerable. The best strategy is to jump down into the Chrome Power Pellet and run to the first laser turret.

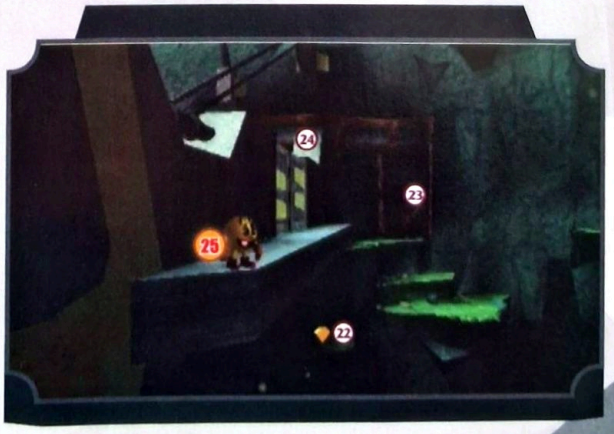
Butt-Bounce on it a few times to destroy it, and then destroy the two rear laser turrets using similar attacks. Use the Electro-Shock Power Pellet ⑰ from behind the barricade to help finish off the K-Trons.

INFILTRATING THE SYPHON FORTRESS



Jump to the ledges at the base of the fortress and obtain the Cherry. Follow the Pac-Dots down the lower ledges to slot ⑳ in the fortress foundation. Jump up to the higher slot, and shimmy right and drop on the strut with the Health Wedge. Walk up the strut ㉑ and along the connecting beam to reach the next strut. Jump the gap between the following struts. Take the Strawberry from the final strut, and jump to the earthen ledge with the Health Wedge ㉒.

SYPHON FORTRESS BACKDOOR



Jump to the ledges at the fortress's foundation. Follow the narrow ledge outward to find the hidden Silver Pac-Man Statue. Return to the wooden slots in the canyon wall ㉓. Use them to reach the top edge of the fortress wall ㉔.

SYPHON FORTRESS BATTLE

Drop into the fortress, and use the regenerating Ribbon Loop 26 and Electro-Shock Power Pellets 25 to defeat the K-Trons inside. There are Health Wedges in the corner barrels, if you need them. Rev Roll on Rev Roll Plate 27 to lift the shield to the Pac-Man Console 28. Play and beat the maze challenge to blow up the Syphon. Rev Roll on the adjacent Rev Roll Plate to open the fortress door 29 and extend the bridge to the next landmass.

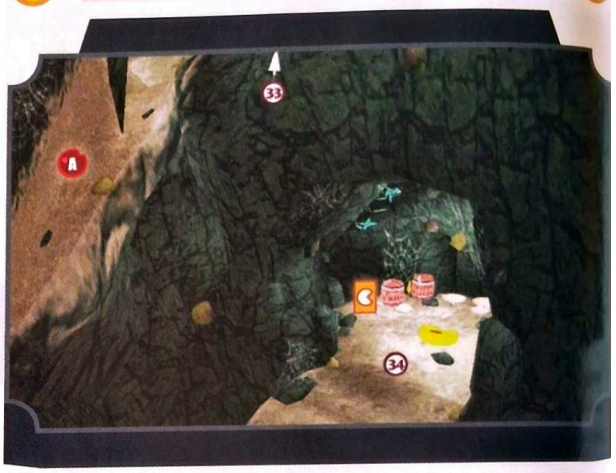
TO THE ARCHAEOLOGIST CAVERNS

Cross the bridge, and jump to grassy platform 30. Jump up to the high ledge on the canyon wall to nab the Orange. There's a small ledge on the side of platform 30, and there's a Watermelon on it. Use the wooden slots 31 to reach the upper ledges and the archaeologist cavern 32.

INSIDE THE CAVERNS

The first cavern is infested with Snitterlings and poisonous, spore-spitting flowers. Find the Apple along the left cave wall and the Cherry near the step ledges. Roll from the top ledge 33 down the steep slope to the lower cavern. On the way down, you should roll through an Apple.

SECRET CAVES



Drop off the edge of the slope and roll into the next cave. Turn and face the slope behind you and Rev Roll back up. You stop just before a secret cave 34 entrance with a Collectors Card and a Yellow Pac-Dot Chain Machine inside. The machine carries you to the top of the first slope.

ANCIENT DEFENDER HALL

Roll back down to the lowest chamber. Break the barrels in the corner to reveal the hidden Orange, then Butt-Bounce on the switch to open the door. The following hallway is full of Ancient Defenders, sealed blast doors, and Rev Roll Plates used to unlock those doors. Ancient Defenders are almost immune to Butt-Bounce Triple Combos and sting you when you try. The best way to defeat these scorpion-bots is to punch them repeatedly until they're dead. The first punch stuns them,allowing you to attack the others before they sting.

Once you have the first door open 1, perform a Wall Jump between two close columns 2, and use the cross beam 3 to reach the Ribbon Loop Power Pellet on top of the left column 4. Use this on the Ancient

Defenders to speed up their demise. Beyond the second door is a Strawberry on the left column. Wall Jump between columns to reach it.

When you reach the exit door, break the barrels in the corner to get the Green Crystal ❺. Run back to the entry doorway, and then Wall Jump in the corner to reach the ledge above the doorway.

Use the Green Crystal on the Pac-Dot Chain Machine ❻. This sends you through the air and through the high-floating Watermelon. You land on the crossbeam just before the exit. Jump to the ledge above the exit doorway to recover the Silver Pac-Man Statue. Head through the next cave and prepare for your first boss battle.

Area 5 Boss Battle

ERWIN AND GIGATRON

Erwin commands the Gigatron, a tank-like aircraft. This machine is protected with a force field and shoots laser beams, similar to the laser turrets you encountered earlier. You can jump over these lasers as well. Erwin's damage meter is a long green bar at the top of the screen.

The battle takes place in a very large and somewhat round arena. There are Health Wedges and Chrome ❶ and Electro-Shock Power Pellets ❷ around the arena. Use them sparingly. There are three short columns around the perimeter of the inner paved stage. Each column ❸, ❹, and ❺ has a Rev Roll Plate behind it. You can use these columns for cover from the laser attacks, but be aware that you're susceptible to lasers while you're on the Rev Roll Plate behind the column.

STAGE 1

Quickly Rev Roll behind one of the three short columns. Make sure you're safe from Erwin's lasers, and then Rev Roll the Rev Roll Plate to raise a red crystal near your short column. Wait for a lull in the laser attacks, and then Rev Roll to the next column. Jump just before your roll gives out so you don't stop dead in your tracks. One Rev Roll will not get you from one column to the next—it takes two. Repeat this crystal-raising process until all three red crystals are lit up. The combined crystal force shocks Gigatron's force fields until they're temporarily inoperable.

Rev Roll to the boss, and perform as many Butt-Bounce Triple Combos on the four fenders as you can. It takes about three triple combos to destroy one fender. If you Rev Roll and jump up onto the fender all in one move, you may have time to take out two fenders during the first stage. You cannot attack the canopy, because it's still protected. The force field reactivates and throws you from the top of the Gigatron.

STAGE 2

When the Gigatron hovers high and drops K-Trons, use the Electro-Shock Power Pellets to thin their numbers. Then raise the crystals again to shut down the force field. Repeat this attack strategy until you've destroyed all four fenders.

STAGE 3

Erwin is susceptible to damage in the final stage, after all four fenders are removed. Disrupt his force field, and then Butt-Bounce Triple Combo on his canopy until he breaks free from the exploding Gigatron. That's it! You beat the boss. Erwin escapes to fight another day.

The Ancient Catacombs

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	7
Apples	7
Oranges	7
Strawberries	7
Cherries	7

Area 1: The Archaeologist

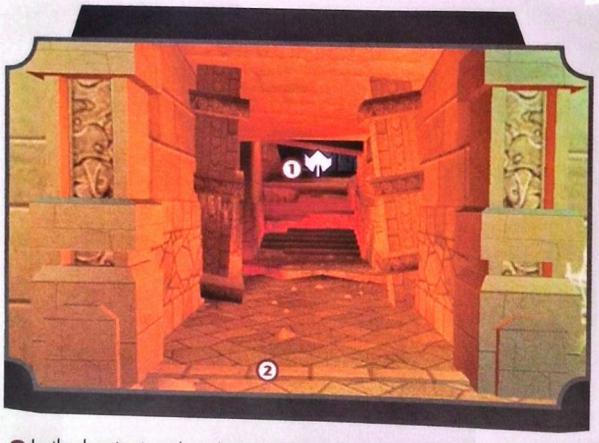
Area 1 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	0
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Erwin escapes the boss battle, and Orson suggests going right through the mountain to catch up to him. Pac-Man must traverse through the hazardous ancient catacombs.

GALAXIAN CHAMBER



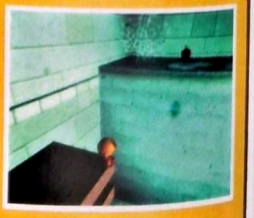
❶ In the beginning, break the vase behind you and collect the hidden Galaxian. After beating the maze challenge, move through the connecting hallway while leaping over the fiery floor cracks to reach the next chamber ❷.

ARCHAEOLOGIST CHAMBER

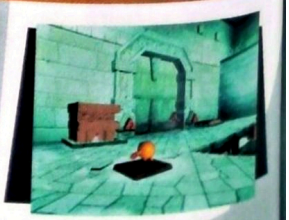
Speak to the Archaeologist ❸ in the second chamber ❷. He's lost a key to the locked door behind him. Jump into the pit and battle the Ancient Defenders. A Ribbon Loop and Electro-Shock Power Pellet appear after the first round. Find the Orange in the corner vase. Once all the mechanical enemies are destroyed, the Ancient Key appears. Climb the lowered ladder out of the pit.

Tricky Strawberry

Before lowering the columns in the archaeologist chamber, Wall Jump between column ❹ and the corner to reach the ledge above, containing the Strawberry.



Place the key in the keyhole to the right of the archaeologist. Use Rev Roll Plates ❺ and ❻ to lower their door columns. The large door opens.



Area 2: Catacombs and Catwalks

Area 2 Collectable Total

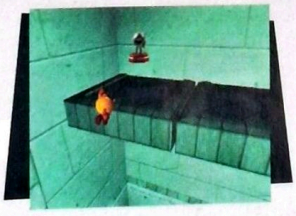
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	3
Apples	2
Oranges	2
Strawberries	2
Cherries	2

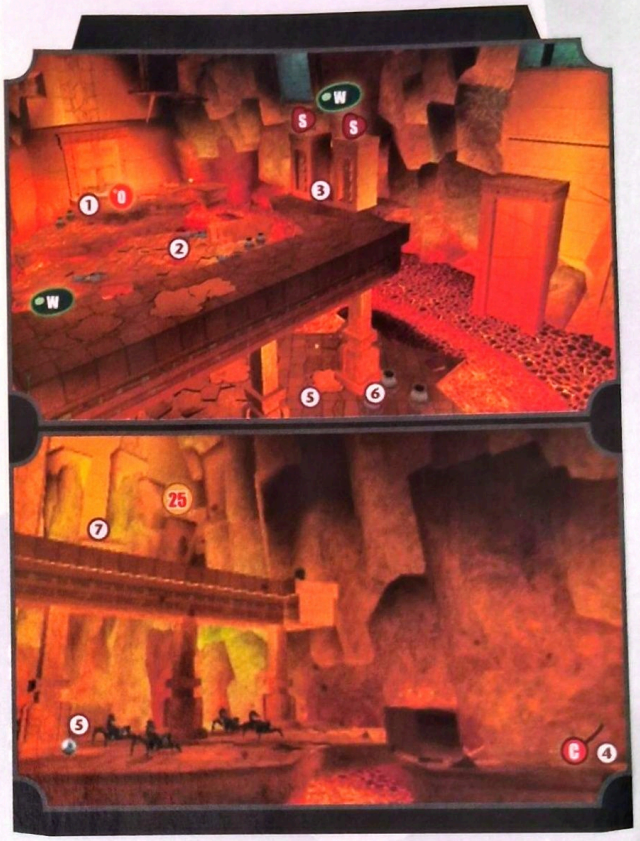
CRYPT CLIMB

In the blue-lit third chamber, take the Apple from the floor next to a Red Pac-Dot Chain Machine ❽. Head to the end of the connecting hallway, take the Cherry, smash the vases, and take the Red Crystal ❿.

Use the Red Crystal on the Pac-Dot Machine to be lifted to the lowest ⓫ of many wall platforms above. Jump to the next to retrieve the Blue Ancient Key ⓬. Don't stop yet, because there's a hidden item above. Jump to the double platform with the Extra Life, and wait for lift platform ⓭ to lower. Ride it up to the next set of platforms, and jump to the highest to get the Silver Pac-Man Statue. Now use the Ancient Key on the lock ❾ to exit the hallway.



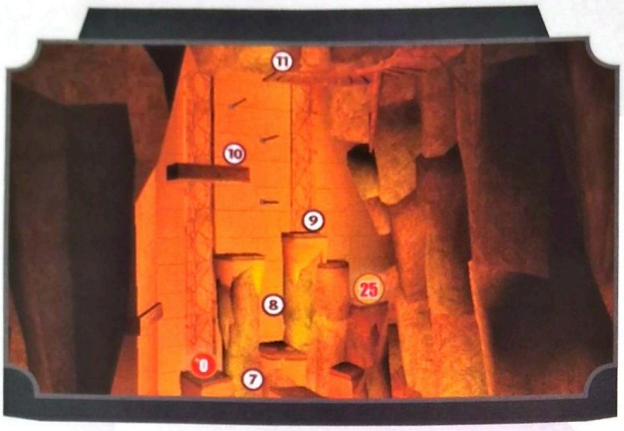
LOWER LEVEL



Jump from the doorway of the previous hallway onto the first island ❶ to battle the Ancient Defenders. Get the Orange. Jump to the next island and rid it of Snitterlings. Wall Jump between the two large columns ❸ to reach the two Strawberries and the Watermelon above.

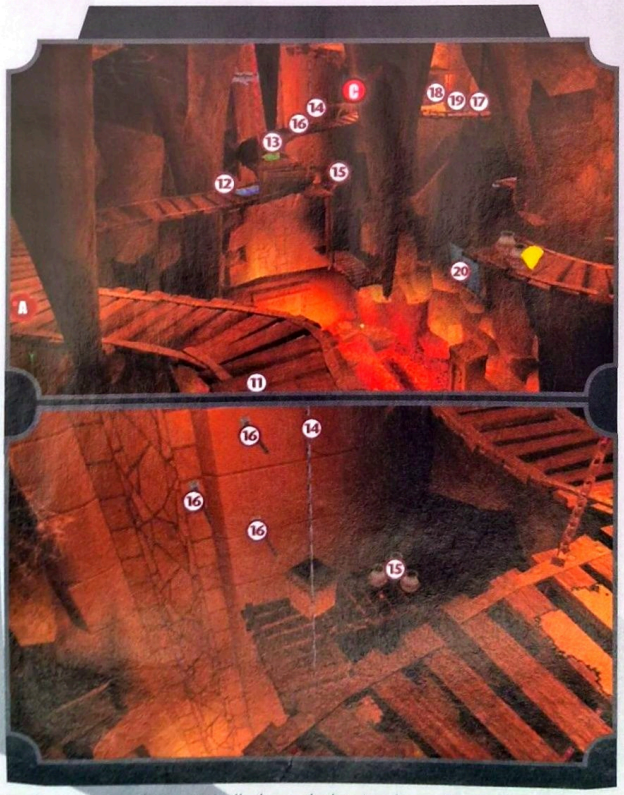
Jump to the next small island ❹ and get the Cherry. Jump to island ❺ to destroy the six Ancient Defenders. Always battle the one with its tail raised, ready to attack. Smash vase ❻ to uncover the Red Crystal. Take it to the Chain Pac-Dot Machine ❷ and sail to ledge ❼.

BACK WALL CLIMB



From ledge ⑦, jump left to get the Orange and then Wall Jump up between the columns ⑧. From atop platform ⑨, drop down the right side to get the Silver Pac-Man Statue. Return to ⑨ and jump to the closest bar. Swing from the bar to ledge ⑩, and so on until you reach the wooden catwalk above ⑪.

UPPER LEVEL: CATWALKS



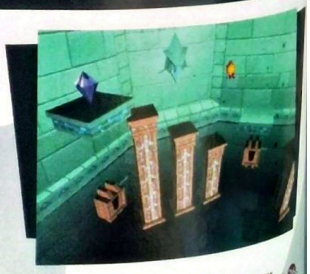
Follow the winding catwalk through the Apple and over the two Pac-Dot Chain Machines ⑫ and ⑬. Take the Cherry at the intersection and head to the left. Jump to the sliding pole ⑭ to reach the lower ledge. Break the vases to uncover the dynamite ⑮. Jump up onto the small block, and then use the wall bars ⑯ to swing back up to the highest catwalk.

DETONATING THE GIANT STALACTITE

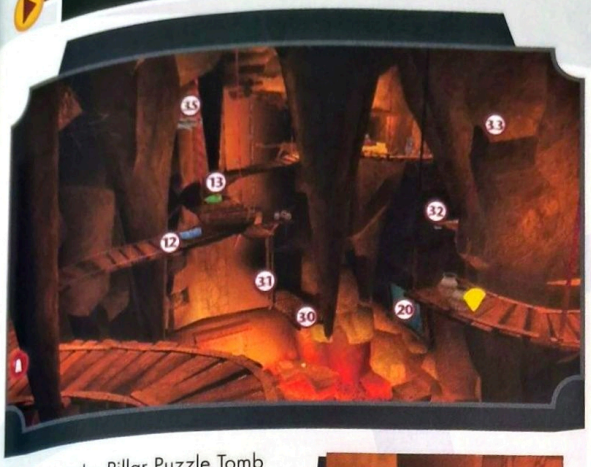
Follow the catwalk around the large stalactite, and jump from the end of the catwalk back to the intersection to nab the floating Apple. Enter the stalactite, and smash the vases to uncover the dynamite ⑰. Place them on the explosive barrels ⑱ and reenter the stalactite. Butt-Bounce the switch ⑲ to blow up the stalactite, dropping the lower half down to the ground. This creates a way to enter the tomb ⑳.

LOWER LEVEL: PILLAR PUZZLE TOMB

Inside the blue-lit tomb, jump up to pillar ㉑ to grab the Electro-Shock Power Pellet. This will help you rid the room of Ancient Defenders. Butt-Bounce on pillar ㉑ to raise ㉒. Jump on ㉒ to reach pillar ㉓. Butt-Bounce on ㉓ to raise ㉔. Jump from pillar ㉔ to ledge ㉕, and then jump to pillar ㉖. Butt-Butt-Bounce on pillar ㉖ to raise the back row of three pillars ㉗. Butt-Bounce on ㉒ to raise ㉑, allowing you to reach ledge ㉗. Jump from ledge ㉗ to pillar ㉘. Jump along the back row pillars to reach ledge ㉙ and acquire the Blue Crystal. Now take the crystal to the Blue Pac-Dot Machine ㉚.



UPPER LEVEL: REVISITING THE CATWALKS

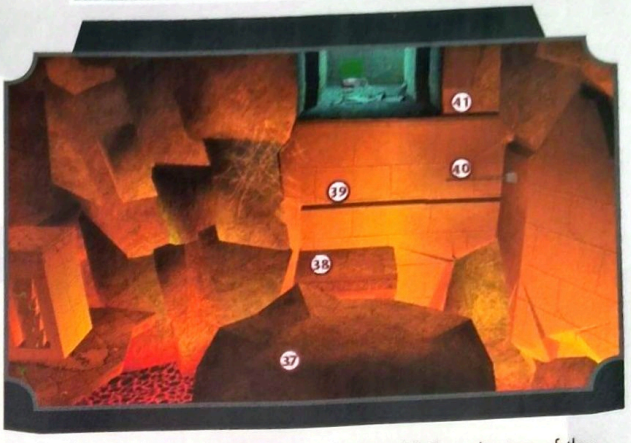


As you exit the Pillar Puzzle Tomb 20 onto the stalactite platform, turn right and jump onto the lower catwalk . Climb the chain-link ladder to reach the middle catwalk. Return to the upper catwalk the same way you did when you retrieved the dynamite. Step on the Blue Pac-Dot Chain Machine 12 to float to the catwalk around the second stalactite 33.

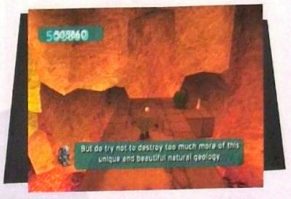
DROPPING THE STALACTITE

Break vase 34 to get the dynamite. Enter the stalactite 33 and break the vase to get the Green Crystal. Use B-Doing 32 to return to the previous catwalk near the first stalactite . Use the Green Pac-Dot Chain Machine 13 to reach ledge 35. Break the dynamite vase, and then jump on the nearby B-Doing to return to the upper catwalk. Use the Blue Pac-Dot Chain Machine 12 to return to the second stalactite catwalk. Place the dynamite 36, and then enter the stalactite and Butt-Bounce on the switch to drop the stalactite to the ground.

FIRST LEVEL: EXIT STRATEGY



When the stalactite drops 37, turn around and follow the top of the arch to the Watermelon. Then return to the stalactite platform. Jump from the platform to the small ledge 38. Jump up to the wall slot 39 , and shimmy to the right until you see the bar 40. Do not use a Wall Jump move or you'll miss the bar. Instead, press down on the movement stick and then jump to latch onto the bar. Now swing and jump to the ledge 41. Enter the hallway and save your game on the Save Console.



Area 3: Collapsed Catacombs

Area 3 Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

A DIVIDED ROOM

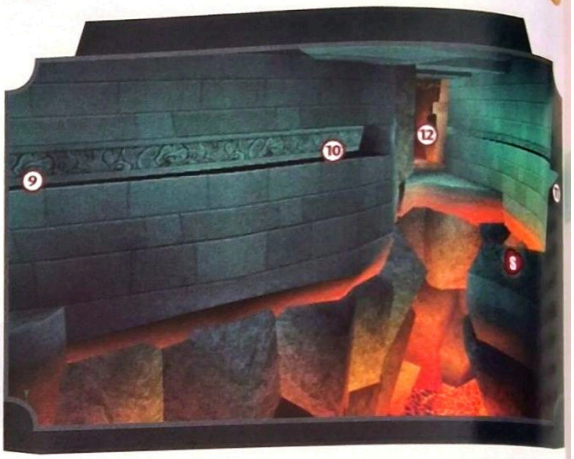
Enter the chamber that's split in half by a stream of lava. Break the vase in the left corner near the door to uncover an Orange. Access the second half of the room using the fallen column ❶ as a bridge.

Wall Jump between the columns ❷ on the right, and jump on B-Doing ❸. This launches you to B-Doing ❹, which holds a Chrome Power Pellet. While temporarily invulnerable, you're launched to upper ledge ❺, where you must battle a couple of Ancient Defenders.

Use the Rev Roll Plate ❺ to open the exit ❻. Wall Jump between columns ❷ again. Jump to ledge ❼. Walk along the fallen beam, turn right, and follow the cross beam to the wall.

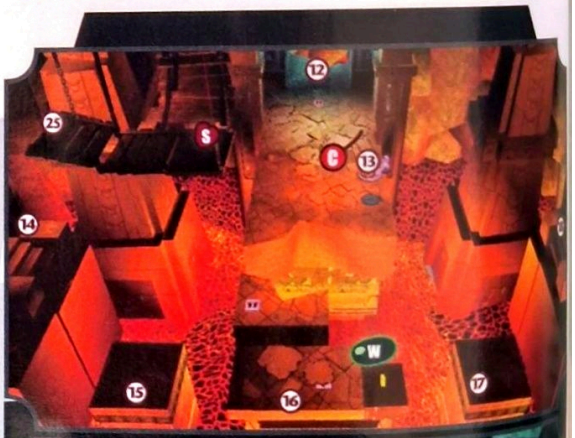
Drop down on the Watermelon column. Jump on B-Doing ❽ from the Watermelon column to be rocketed up to the ceiling beam with the Collectors Card. Exit through doorway ❻.

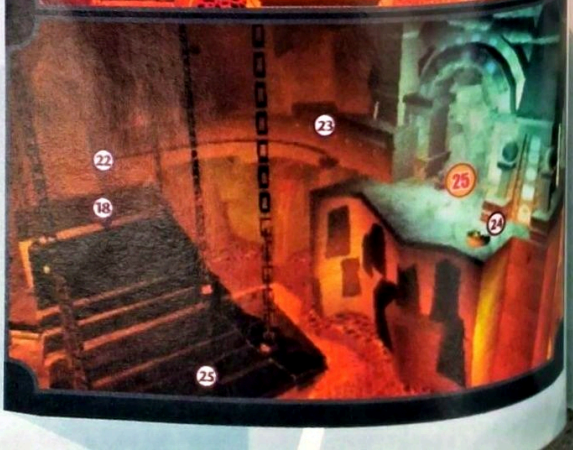
FLOORLESS PASSAGEWAY



Shimmy to the end of the left wall slot ❾, and then jump ❿ to the ledge across the ravine to nab the Strawberry. Use the right wall slot ⓫ to reach the end of the passageway. Drop and enter the next chamber ⓬.

PINKY LAVA CHAMBER



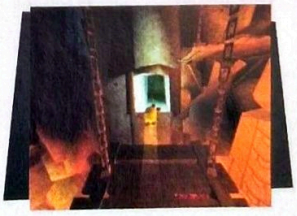


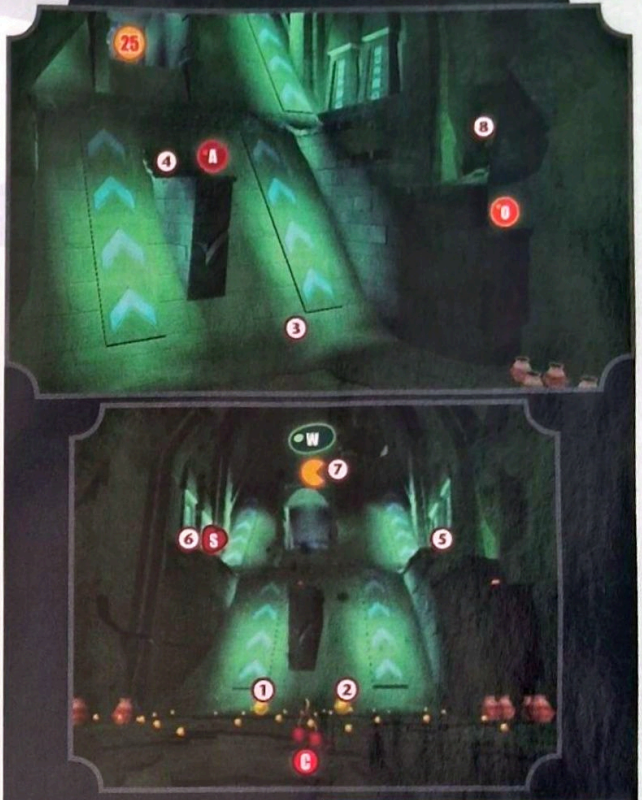
Area 4: Giant Slide

In the lava chamber 12, summon Pinky using the Pinky Summoning Pad 13. Use Spectral Fountains 12 and two more on platform 16 to fill up her spectral ability, Solidify. There are four ghostly platforms 14, 15, 17 and 18. She can only hold three in the real world at once. Begin by solidifying 15 and 14. Return to Pac-Man and jump to platform 16, drop to the lower ledge of this platform to find the Watermelon, and then jump to solidified platforms 15 and 14. Wall Jump up the nook in platform 14 and pull yourself to the top.

Butt-Bounce on switch 19 at the dead end of the catwalk. This lowers a raised section of catwalk 20, making it possible to travel back and forth along catwalk 21 and the one you are on. Take the Orange from the end of the catwalk. Drop down to the lower ledge 8. Use wall slot 22 to shimmy and jump up to wall slot 23. Shimmy and drop to the back ledge to get the Silver Pac-Man Statue. Use the Yellow Pac-Dot Chain Machine 24 to return to the entry ledge 12.

Summon Pinky, and solidify platforms 15, 17 and 18 so platform 14 becomes ghostly once again. Have Pac-Man traverse to platform 18 and Wall Jump up to the catwalk 21. Walk across the newly formed bridge, and head to the end of the catwalk 25. Walk up to the last few boards facing the upper tunnel behind ghostly platform 14 (seen only when the platform is ghostly). Rev Roll and jump from the catwalk into passageway 26. Another option is to jump off the other end of the catwalk into the same passageway; whichever is easier for you. Collect the Apple as you head deeper into the tunnel.





Area 4 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

Rev Rolling Challenge

Use the Save Console in the Giant Slide temple, and venture farther into the room to begin the Spectral Monster battle. Use Power Pellets 1 and 2 to defeat the assorted Spectral Monsters. Rev Rolls work like a charm for quickly gobbling them up in this large room.

Stand at the base of the slide 3, and Rev Roll at an angle up the slide to land on one of the three first-level ledges 5, 4, 6. Steer yourself at the end of the Rev Roll to roll onto a ledge. Get the Strawberry, Apple, and Orange from the first three levels of ledges.

To get the Silver Pac-Man Statue, Rev Roll into room ❼ from the ledge ❹. From ledges ❻ or ❺, roll at an angle to land on top of room ❼. Use a free look to spot the Watermelon at the top of the slide. Aim your Rev Roll directly through the large fruit. The exit ❽ is reached by rolling onto ledge ❺. Head through the tunnel and into the final area.

Area 5: Spectral Syphon

Area 5 Collectable Total

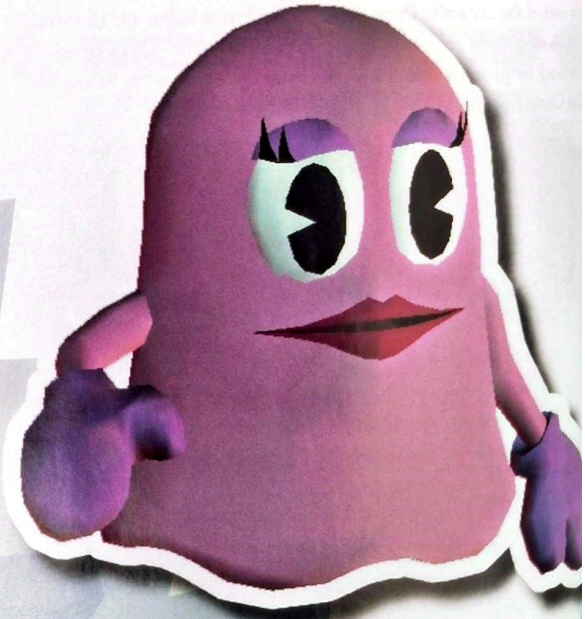
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

CATACOMBS SYPHON

Meandering about the field outside the catacombs are K-Trons and Gyrotrons. These are guarded by three laser turrets. The large Syphon in the compound must be destroyed to complete the level. Run through the Cherry at the bottom of the entry steps, and then jump onto ledge ❶ to avoid the lasers and all other enemies. Grab the Orange, and then grab the Apple from the next ledge. From position ❷, jump and Butt-Bounce on the two laser turrets below the short ledge. Work your way behind the Syphon and grab the Strawberry. Butt-Bounce on the laser turret ❸.

With the lasers out of the way, you can concentrate on taking out the K-Trons and Gyrotrons. Use the Ribbon Loop Power Pellet ❺ that appears early in the battle. When that's used up, use the Chrome Power Pellet ❼ that appears on the back ledge—use short ledge ❹ to reach it. Grab the Watermelon and Silver Pac-Man Statue while on these ledges. Once the Chrome Power Pellet is used up, an Electro-Shock Power Pellet ❻ appears on the short ledge. Once you've defeated all the enemies and collected all the items, Rev Roll on Rev Roll plate ❽ to lower the shield on the Pac-Man console ❾. Beat the maze challenge to destroy the Spectral Syphon and finish the level.



Gogekka Heights

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	5
Apples	5
Oranges	5
Strawberries	5
Cherries	5

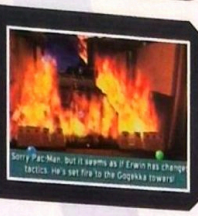
Area 1: Towering Inferno

Area 1 Collectable Total

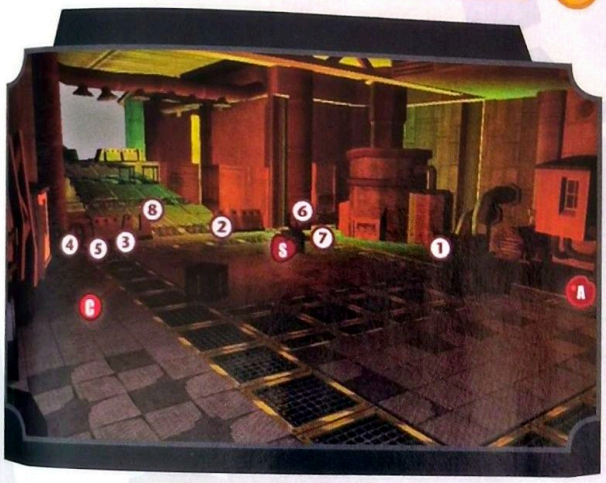
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	0
Apples	2
Oranges	0
Strawberries	2
Cherries	1

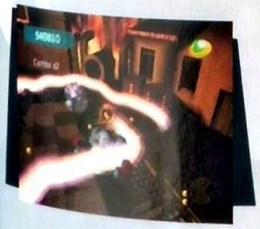
Erwin has set the Gogekka tower ablaze! The Construction Worker suggests you find the emergency sprinkler controls to put out the fires quickly. Not a bad suggestion.



GATES OF HADES



Grab the Ribbon Loop Power Pellet, and then run forward into the middle of the room. K-Trons and Gyrotrons all attack at once. There are Power Pellets spread throughout the area; use them wisely. Mutonians attack next. Use the Electro-Shock Power Pellets ❸ on the Gyrotrons, Ribbon Loop on the K-Trons, and the Super Stomp ❷ on Mutonians. Find a hidden Chrome Power Pellet in crate ❶. Two large wheels appear from the second set of Gyrotrons.



Place one wheel on pipe ❹ and the other on pipe ❻. Rev Roll on Rev Roll plates ❺ and ❼. This douses the fire in the hallway, creating a safe passage out.

THE HUB

Use Super Stomp ❶, Ribbon Loop ❸, or Electro-Shock ❷—the one on the floor—to defeat the enemies in the hub area. When the first round is won, a group of Mutonians attack through door ❹. Defeat these guys, and pillar switch ❺ jets out of the floor.

Pound it down to raise the blue pillar switch closer to the ledge, and use that to reach the ledge. To the left is a higher ledge with a Strawberry and a Silver Pac-Man Statue, and to the right is the ledge with the mission progressing switch ❼.

Bounce on button ❼ to temporarily raise pillar platforms ❽ from the floor. Quickly pass through the Electro-Shock Power Pellet ❷, and jump across the pillar platforms to reach the Power Generator ❾. Hit it with a continual blast of electricity until the meters on the unit fill up completely. This unlocks door ❹. Enter the yellow passageway below, Butt-Bounce on the two door switches to unlock the door to the next area.

Area 2: Flood Chamber

Area 2 Collectable Total

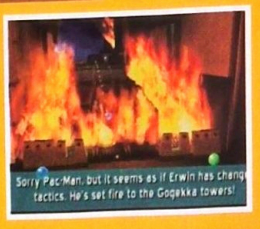
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

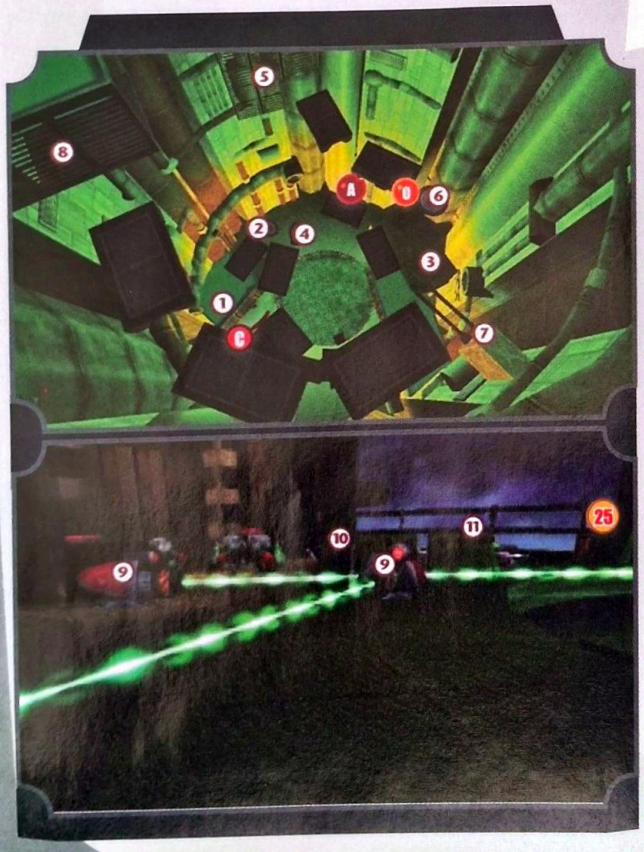
Watermelons	0
Apples	3
Oranges	3
Strawberries	0
Cherries	3

TOXIC FLOOD

Soggy Fruit

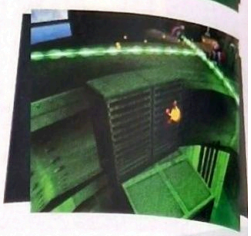
Make sure to find the Orange on one side of the entry and the Apple in the crate on the other. Also, smash the crate on the opposite side of the room to obtain the Cherry. This is your last chance to get them.





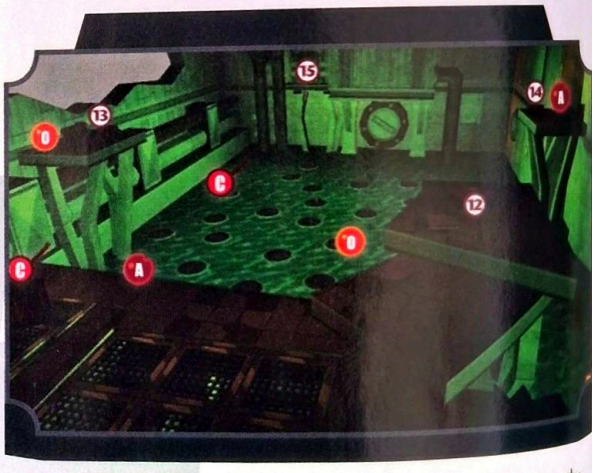
Toxic fluid begins to fill the room when you jump up onto the lowest fan ❶. From here on out, you must run constantly to avoid drowning in ooze. Jump from the fan to the next platform and onto B-Doing ❷. This carries you to another two platforms and a fan ❸. Jump high onto the fan grill to begin your climb. Don't bother destroying the laser turret; jump to the next set of platforms to the right. Jump on B-Doing ❹, which throws you into the large grill on the wall ❺. Scale the grill, but don't follow the Pac-Dots. You'll save time by climbing under the dots.

Jump from the grill to the platform behind you, and then bounce on B-Doing ❻. This sends you to a couple of monkey bars ❼. Jump up to the platform above. Jump on the fan grill ❽. Use the last B-doing and so on to the top of the chasm.

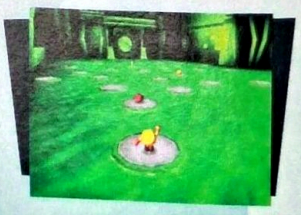


Don't pull up onto the top ledge until the lasers are clear of your entry point. Destroy the two laser turrets ❾, and hop over the right barricade to break the crate for the Health Wedge ❿ inside. Dash to the Electro-Shock Power Pellet and destroy the Gyrotrons. Use the Ribbon Loop to destroy the Mutonians. Take the Silver Pac-Man Statue, and then Butt-Bounce on the door switches.

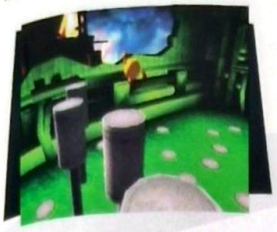
PISTON ROOM



Destroy the K-Trons on the entry ledge and take the Cherry from the corner. Head down the left ramp to the pool of toxin. Jump from one piston top to the next to get all the fruit indicated on the map, and then jump on the floating and sinking blocks in the right corner to reach the Extra Life.



Butt-Bounce on the button ⓬ to temporarily raise a piston pathway. Run and jump without stopping to make it to the next ledge before the pistons sink back into the liquid below. Butt-Bounce on the laser turret, take the Orange from the crate, and then Butt-Bounce button ⓭. Follow the next piston path to the next platform, destroy the laser turret, and take the Apple. Butt-Bounce on the final button ⓮, and run and jump along the last piston pathway to the next chamber ⓯. Butt-Bounce on the two Gyrotrons and the two door switches to exit the area.



Area 3: Firehouse

Area 3 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	1
Apples	0
Oranges	1
Strawberries	0
Cherries	1

BLAZING PAC-OOTS, PAC-MAN!

Destroy the two Bomb-a-Tron spawning dens, then walk out along the flame-licked girder. Jump the gap, grab the Wheel ❶, and place it on pipe ❷. Use the Rev Roll Plate below the pipe to douse the fire on platform ❸. Cross the girder and jump the gaps to reach the Cherry under the shower.

Jump from ledge ❸ to the next ledge with the Orange, and the following ledge with the Extra Life and button ❹. Butt-Bounce on the button to extend moving platform ❺ on the original side of the room. Jump onto the extending platform, and then jump against the wall to latch onto the slots. Jump upward along the slots and shimmy to the right. Jump up onto the upper ledge. Follow the ledge around to find the Silver Pac-Man Statue and the Watermelon. Jump from swing ❻ to ❼ to ❽ and then to the back ledge.

Destroy the Bomb-a-Trons and their spawning houses, take the wheel, and bounce on the button. A door below opens, revealing the Galaxian. Retrieve the Galaxian and beat the challenge to earn an Extra Life.

Place the newly found wheel on the upper pipe ❾, and use the Rev Roll Plate to douse the fire blocking the exit ❿. Slide down the pole to reach the exit quickly. Break the crate to get a Chrome Power Pellet, and then defeat the Bomb-a-Trons, their spawning houses, and the K-Trons. Defeating the enemies lowers the force field around the exit ramp and Save Console.

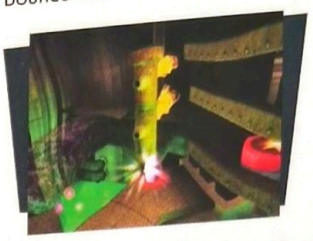
Area 4: Pink-Aid

Area 4 Collectable Total			
Item	Quantity	Watermelons	0
Collectors Cards	0	Apples	0
Silver Pac-Man Statues	1	Oranges	1
Galaxian	1	Strawberries	0
		Cherries	0

BLAZING PAC-DOTS, PAC-MAN!

Break the Orange crate near the inoperable red button. Summon Pinky on the Summoning Pad ❶. Pinky ❷ appears in the flooded chamber, as seen through your window. As Pinky, jump across the platforms and then onto the rising piston ❸.

Jump to the upper catwalk. Cross the translucent section ❹, avoid the fire, and stand in the Spectral Fountain ❺. Cross the second ghostly catwalk section ❻, avoid the flames, and stand in the second Spectral Fountain ❼. Continue past two more flaming pipes and stand on the third Spectral Fountain ❾. Solidify ghostly sections ❽, ❻ and ❹. This lights the button in front of Pac-Man ❿. As Pac-Man, Butt-Bounce on the button to drain the chamber and to open the door ⓫.

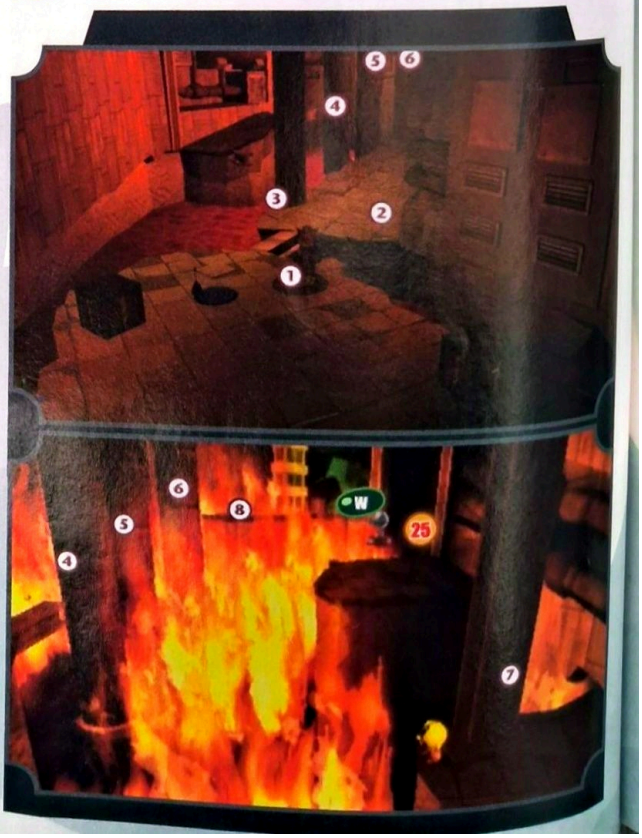


Head back through the Save Console room, and enter the dry chamber through the now-opened doorway ⓫. Use piston ❸ to reach the catwalk, and follow the catwalk to button ⓬, avoiding the fire along the way. Butt-Bounce on the button to unlock the exit ⓭. Before leaving, grab the Silver Pac-Man Statue from the end of the catwalk ❾ by door ⓫.

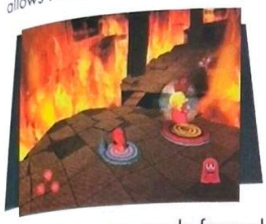
Area 5: Clyde's Deal

Area 5 Collectable Total			
Item	Quantity	Watermelons	3
Collectors Cards	1	Apples	0
Silver Pac-Man Statues	1	Oranges	0
Galaxian	0	Strawberries	2
		Cherries	0

BLAZING PAC-DOTS, PAC-MAN!



Use Summoning Pad ❶ to summon Clyde. As Clyde, use Spectral Fountain ❷ to completely fill your spectral energy gauge. Super Boo the following columns and pillars: ❸, ❹, ❺, ❻ and ❼. You can only hold three charges, so you'll have to refill you energy from the Spectral Fountain to complete this task. Knocking these columns over allows Pac-Man to travel through the fiery chamber.



As Pac-Man, cross newly formed bridge ❼ to acquire the Silver Pac-Man Statue. Now cross the fallen columns and broken pillars to reach the distant ledge ❽. Defeat the Mutonians and uncover the Watermelon from the crate.

ENGINE ROOM

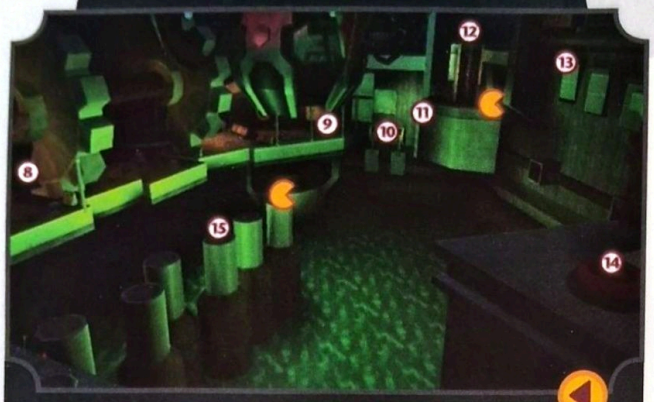
Hop across the large spinning axel ❾, grab the Strawberry, and climb up the fan grill ❿. Defeat the Bomb-a-Trons and Butt-Bounce on their den. Jump across the flipping platforms and deal with the Bomb-a-Trons on platform ⓬. Ride the sliding platform to the next ledge ⓭, and rid it of Bomb-a-Trons. Jump across the small rotating axel platform to reach the final ledge. Take the Watermelon and break the crate to the left to find the hidden Collectors Card. Use the Yellow Pac-Dot Chain Machine to fly through the hole in the ventilation shaft's screen ⓯.

SPECTRAL MONSTER BATTLE

A Spectral Monster challenge begins as you enter this burning chamber. The only two Power Pellets in the room are out of reach. To reach Power Pellet ⓰, you must Butt-Bounce on pillar switch ⓱ to raise step platform ⓲. Butt-Bounce pillar switch ⓴ to raise the lower step platform ⓳. Now you can jump from ⓳ to ⓲ to the Power Pellet, and then jump back down and munch on some monsters.

You must get the Power Pellet on the opposite side of the room when the effects of the other Power Pellet fade. On the left side the Watermelon side , you must Butt-Bounce on ㉑ to raise ㉓ and Butt-Bounce ㉒ to raise ㉔, allowing you to reach platform ㉕. When the battle is won, take the Watermelon from the crate and the Strawberry near the exit. Enter the next room to save your game.

Area 6: Countdown to Detonation



Area 6 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	0
Oranges	0
Strawberries	1
Cherries	0

BOMB-TASTIC!

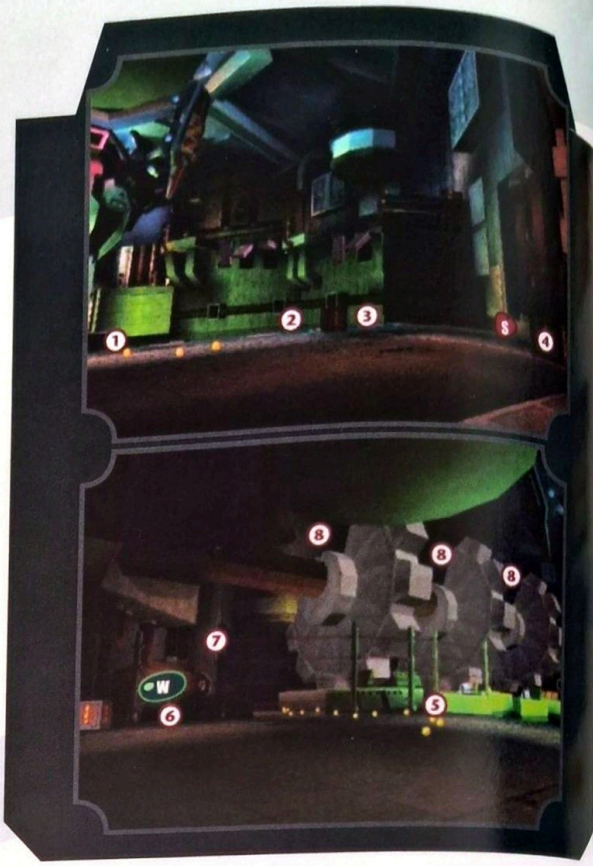
A 6-minute countdown begins when you enter this chamber. You must reach the bomb near the ceiling and disarm it within this time limit. Winning the battle at the beginning of this area quickly is very important. First, a group of Gyrotrons attack. Quickly run to Electro-Shock Power Pellet ❶. If you hop up on the first piston just over the edge of the main platform, you'll be safe from attack. Shock the Gyrotrons! This pillar path also leads to an Extra Life.

Next to appear are Mutonians, K-Trons, and Gyrotrons. Jump down from the pillar and grab Super Stomp ❺. Jump into the crowd and perform multiple Butt-Bounce Triple Combos until the power wears off. Finish off the remaining K-Trons using Chrome ❷, which keeps you safe from their laser attacks. Lastly, two very large Lummoxes attack. These guys are weak against electricity, so use whichever Electro-Shock Power Pellet remains ❶ or ❹. Or use Ribbon Loops ❸ or ❻.

LASER GATES DOWN

When the Lummoxes are toast, the laser gate ❼ shuts down, making it possible to reach the crate with the Watermelon and the large gear ❽ pathway. Don't forget to get the Strawberry in the crate indicated on the following map.

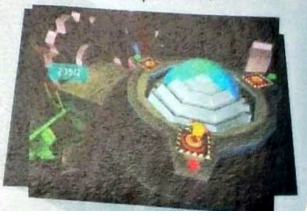
Run through the missing teeth area of the three gears ❽. Defeat the Bomb-a-Trons while waiting for the gear to align. Run to the next battle area and nab Super Stomp ❾ to destroy the Bomb-a-Trons, Gyrotrons, Mutonians, and K-Trons. The nearby gate shuts down once they're defeated.



Jump from one flipping ❿ platform to the next, and jump to the grating ⓫. Climb to the ledge above and find the large Health Wedge in the crate. Avoid the fire and take the Extra Life on the far end of the ledge. Climb up the grating to the next platform ⓬. Butt-Bounce on the two laser turrets and find a Health Wedge in the crate between them.

Avoid the fire, and jump across more flipping platforms ⓭ until you reach the button platform ⓮. Butt-Bounce on the button to raise the large pistons from below ⓯. As soon as they rise, run and jump non-stop across them until you reach the top of the bomb. These pistons retract a second after they rise, so be quick about it.

Rev Roll on the three Rev Roll Plates on the bomb platform to unscrew the protective shield from the bomb. Once the metal shield is lowered, jump on the center of the blue dome over the bomb button. Perform multiple Butt-Bounces until you pass through the blinking dome, and hit the button. The clock stops and the bomb is deactivated. Mission accomplished!



Banni Canyon

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	5
Apples	5
Oranges	5
Strawberries	5
Cherries	5

Area 1: The Canyon

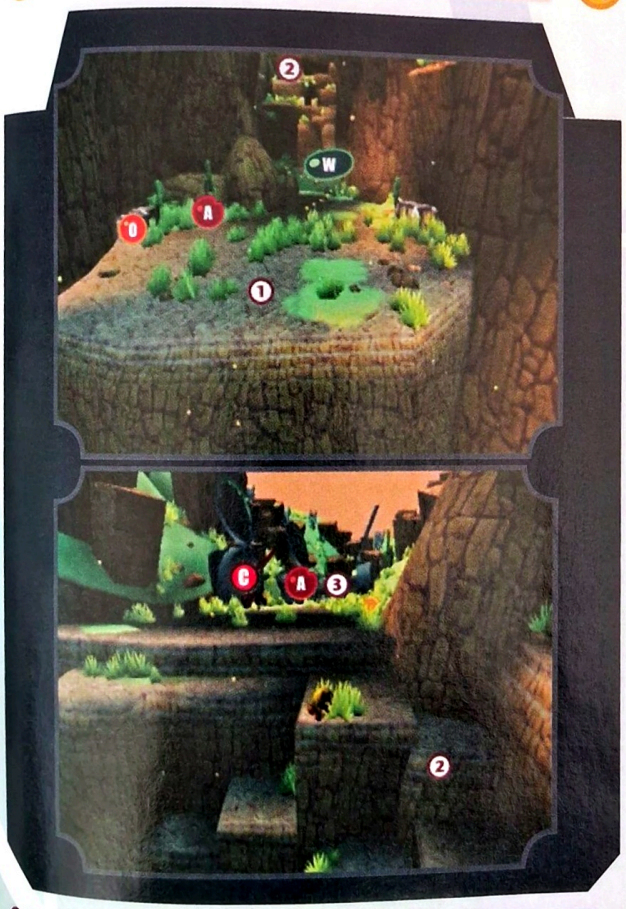
Area 1 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	2
Apples	2
Oranges	1
Strawberries	1
Cherries	3

Orson teleports you to Banni Canyon with instructions to reach the giant robot stationed at the Outpost. Erwin's army is on its way to stop you.

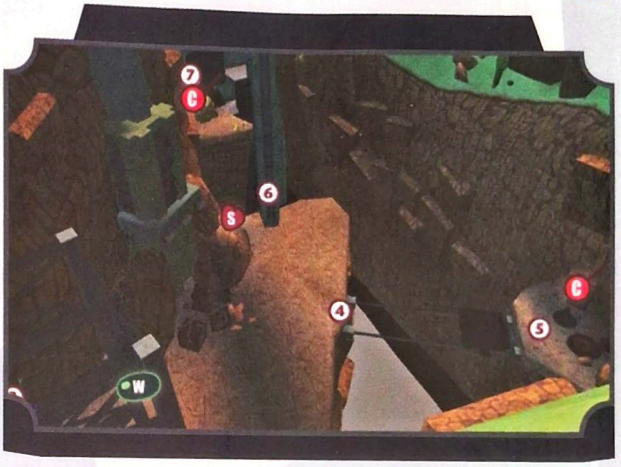
SIGHT FRIGHT



❶ Break the crates in the entry area to get the Orange and Apple. Defeat the Spiked Armalopes in the next area ❷, using the Electro-Shock Power-Pellet. Collect the Watermelon from the crate, and then scale the canyon steps to area ❸.

Defeat the Spiked Armalopes at the top of the canyon, and find the Cherry and Apple inside the pipes. Take the elevator down to the lower ravine area.

RAVINE



Smash the crates to uncover a Watermelon and a Strawberry. Ride the platform ❹ to the small Summoning Pad ledge ❺ and break the crate to collect a Cherry. Summon Clyde and ride the platform back to the previous ledge ❹. When you arrive, a Spectral Battle begins. Defeat the Spectral Monsters with Sonic Boo. Fill your Spectral Energy Gauge with the Spectral Fountain near the large column. Use Super Scare to knock the column over ❻. Cross the column to the next ledge, and use Sonic Boo to defeat the Armalopes. Use Super Scare to destroy the blocks sealing the cave entrance.

As Pac-Man, cross the fallen column ❻ and break the crate near the cave entrance ❼ to get the Cherry. Climb the chain link in the cave to the upper ledge. Butt-Bounce on the pillar switches to open the exit.

Area 2: The Ravine

Area 2 Collectable Total			
Item	Quantity	Watermelons	2
Collectors Cards	0	Apples	1
Silver Pac-Man Statues	2	Oranges	1
Galaxian	0	Strawberries	1
		Cherries	0

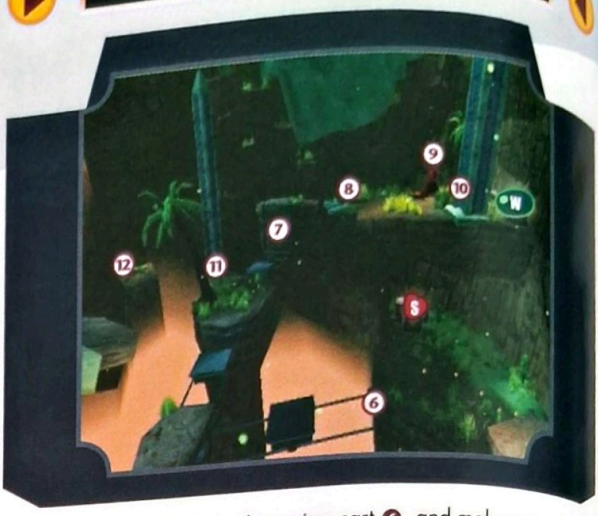
Water Wheel Ravine

1 Exit the tunnel, and defeat the Mutonians and Armalopes on the canyon plateau. Use the Electro-Shock Power Pellet 2 to make short work of them. Jump up into nook 3 to get the Silver Pac-Man Statue. Enter the water wheel tunnel 4, and use the Super Stomp or Ribbon Loop found on the opposite end to defeat the invading K-Trons.

Items Search

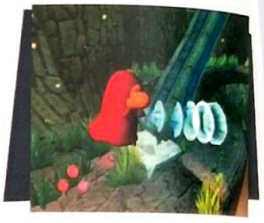
After passing through the water wheel tunnel, save your game on the Save Console 5 and work your way down the winding pathway, breaking crates to uncover an Extra Life and Watermelon. Continue to the end of the pathway to find the Silver Pac-Man Statue and an Orange in a crate.

Clyde's Big Mouth



Follow the pathway to reach moving cart 6, and make your way across the rock formation and the second moving platform to the platform with the monument 11. Ride the third platform cart to reach the chain link 7 on the canyon wall. Climb up and leap across the sliding platforms 8 to reach Clyde's Summoning Pad 9.

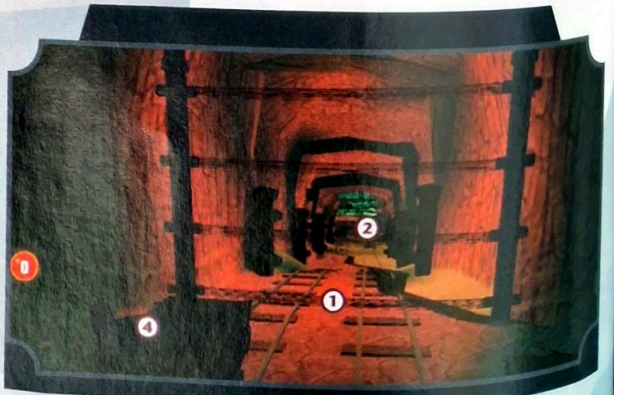
Break the crate for a Watermelon. Summon Clyde. He appears on the same ledge. Use the Spectral Fountain on the same ledge to Super Scare the monument over 10. Now, you no longer need to take the long way to this ledge. Take Clyde to the palm tree and monument spire. Use Super Boo on the monument 11 to form a bridge to the next ledge 12. Take Pac-Man to this ledge using monument bridges 10 and 11. The large door opens on approach. Enter the mine.



Area 3: The Mines

Area 3 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	1	Apples	0
Silver Pac-Man Statues	1	Oranges	1
Galaxian	0	Strawberries	1
		Cherries	0

Mine Cart Puzzle

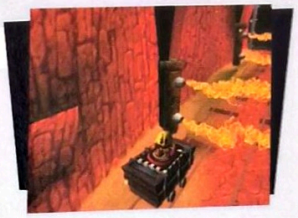


Defeat the attacking K-Trons in the mine to lower the laser gate ❶, making the lower mine accessible. Break the crate in the corner for an Orange.

MINE CAVERN

Avoid the fire on your way down to the cavern. Quickly jump up on the mine cart, take the Electro-Shock Power Pellet ❷, remain on the cart, and start zapping all the K-Trons and Gyrotrons. Defeating the enemy lowers the entry laser gate.

Perform a Rev Roll on the mine cart ❷ to move up the rails. Drive it to the cave entryway. To avoid being burned by fire, don't Rev Roll until the fire stops. Return to the lower cavern on foot and use Clyde's Summoning Pad ❸. He appears on the mine cart ❹ that has moved beyond the laser gates ❺.



Ancient Defenders continually enter the cavern to attack ❻. You can use Sonic Boo to defeat them in one shot, but this just buys time; backup soon arrives. Use Spectral Fountain ❼ to fill up your Spectral Gauge.

Use Super Boo to destroy the blocks in both caves ❽, and then use Super Scream to destroy all the Spectral Stockpiles ❾. There are three, one in each cave and one near the red button. Destroying the Stockpiles shuts down the laser gate ❺.

Return to Pac-Man and Butt-Bounce on button ❿ to lower the dais to reach the Ancient Key ⓫. Take the Collectors Card from behind the pedestal, the Strawberry from the crate, and the Silver Pac-Man Statue and Extra Life from the left cave. Don't forget the Watermelon from the crate on the original side of the laser gate. Exit the mine.

Area 2: The Ravine Revisited

AREA 2 COLLECTABLE TOTAL

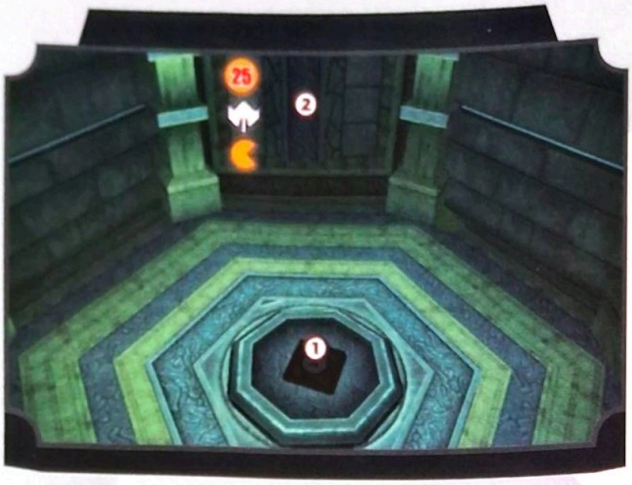
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	0
Apples	0
Oranges	0
Strawberries	0
Cherries	0

EXITING THE RAVINE

Retrace your route back to the Save Console to save your progress ❶. Take the high road, and use the Blue Ancient Key, uncovered in the mines, on the keyhole at the large blue door ❷.

SPECTRAL MONSTER BATTLE



A Spectral Monster battle occurs as you enter the revolving chamber. It's a short battle; only three or four monsters to devour. Shortly after the battle begins, the Power Pellet ❶ appears on the Rev Roll Plate. When the battle is won, use the Rev Roll Plate to spin the chamber around.

When the first area opens before the doorway, don't stop. Roll to the secret opening. At the end of this secret hallway, you can recover a Silver Pac-Man Statue, a Galaxian, and an Extra Life. Return to the revolving chamber, wheel it past the next opening the ravine , and stop on the following opening the Outpost . This begins Area 4.

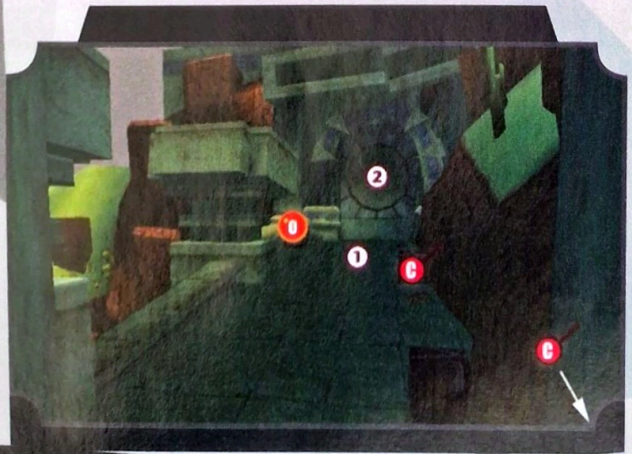
Area 4: The Outpost

AREA 4 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

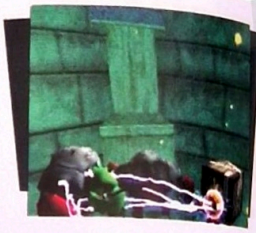
Watermelons	0
Apples	2
Oranges	2
Strawberries	2
Cherries	2

INFILTRATION



Break the crate on the right for a Cherry as you exit the revolving chamber. Mutonians and K-Trons attack on the fortress pathway. Run past them and grab the Super Stomp Power Pellet ❶. Bounce them to death. Find the Orange and another Cherry in the crates. Enter the elevator ❷.

PASSAGEWAY

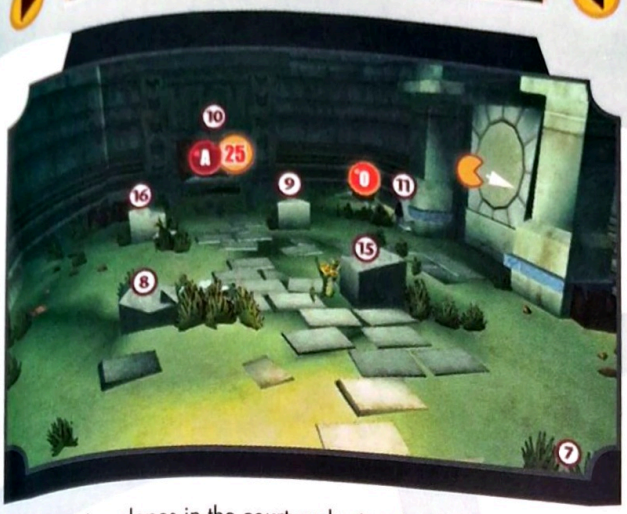


The next passageway is infested with Mutonians and K-Trons. Take the Electro-Shock Power Pellet ❸ and shoot 'em with the force! Take the Strawberry from the crate and exit to the canyon path ❹.

GONDOLA GENERATOR PLATEAU

Defeat the Armalopes on your way to the generator. The machine is missing a gear. Defeat the Armalopes around the machine and take the fruit from the crates. Save your progress on the Save Console ❺, and enter the next area through doorway ❻.

COURTYARD CHAOS



Defeat the Armalopes in the courtyard using the Electro-Shock ❻. Save the Super Stomp ❽ and/or Ribbon Loop ❾ for the Lummox that comes bustin' through doorway ❿ after the Armalopes are defeated. An Ancient Key appears where the Lummox drops. Enter cave ❿ to find an Apple and a Silver Pac-Man Statue. Use the key on the door lock ⓫ and enter the next area.

A GEAR RICHER

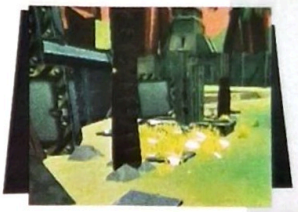
Find the Extra Life and a large Health Wedge in the hallway. Butt-Bounce on the pillar switches to open the next door. Approach the Gear ⓮, and the dais suddenly rises and Ancient Defenders spill onto the ground. Battle the Ancient Defenders using the Electro-Shock ⓬ and the Super Stomp Power Pellet ⓭. Once they're defeated, the dais lowers and the Gear can be obtained. Return to the courtyard.

COURTYARD SPECTRAL BATTLE

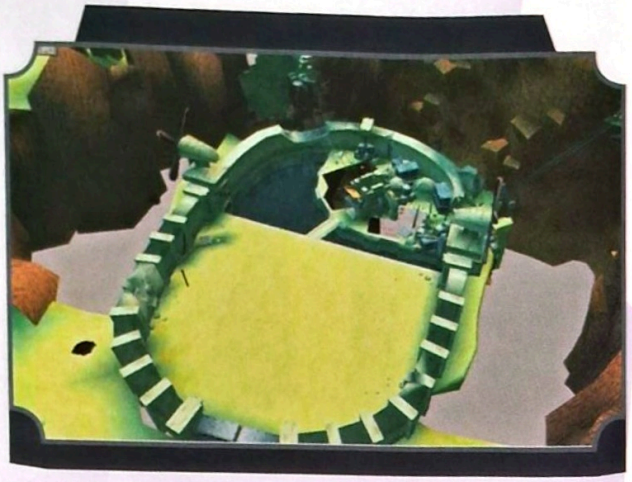
Spectral Monsters attack when you return to the courtyard. You cannot escape until you've eaten them all. Use the Power Pellets from broken pillars ⓯ and ⓰ to make the Spectral Monsters edible. Return to the Gondola Generator Plateau.

ENTERING THE OUTPOST

Place the Gear on the machine ⓱ and wait for the gondola to creep up to the ledge ⓲. Jump on and ride it down into the Outpost. Head through the Outpost and the mission ends.



Toc-Man Battle



Erwin's army has arrived and they intend to destroy the Outpost. And if it goes as planned, the entire planet will soon follow! Orson presents Toc-Man, a model 420 tri-cylinder, micro-toleranced combat mechanoid. Pac-Man takes the controls and surprisingly, Clyde hops aboard riding shotgun.

Pac-Man and Clyde enter Toc-Man ❶ and automatically cross the bridge to the battle arena ❷. There are large crates scattered throughout the arena. These crates contain Toc-Man health pillars ❸.
You can only break the crates open with Clyde's Sonic Boo. The glowing octagonal graphic in the bottom-right corner of the screen is your health gauge. Toc-Man is controlled the same way it was previously in Banni Wastelands. However, with Clyde riding shotgun you now have the ability to fire Sonic Boo by pressing the Punch button .

THE BATTLE

In essence, just use Superspin and Sonic Boo to come out on top. Using the left and right arm attacks only slows you down. The enemy arrives in the battle arena by leaping over the walls of the Outpost. The fight takes place against Robo Tank 1s, Robo Tank 2s and the smaller K-Trons crush them with Toc-Man's feet . The Robo Tank 1s, the smaller of the two mechs, shoot long-range missiles. The Robo Tank 2s are the more aggressive threat, as they are quicker and fire two rapid laser blasts. To dispose of either mech, hit it with approximately five blasts of Sonic Boo or a few hits from Superspin.

For best results, keep moving and attacking. Rely on Sonic Boo for most of the fight, but use Superspin if you get surrounded. Also, remember to replenish your health. Do not use Superspin for long periods of time, or you will get dizzy. This makes you more vulnerable to attack, too.

Cragstone Bridge

Collectable Total	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	9
Apples	9
Oranges	9
Strawberries	9
Cherries	9

Orson's teleportation skills are less than desired. Pac-Man is teleported to a remote location with a view of the Spectral Syphon—where he should have landed. Your mission is to destroy that Syphon.

Area 1: Spoon-Man

Area 1 Collectable Total	Quantity
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	0

Watermelons	1
Apples	3
Oranges	2
Strawberries	1
Cherries	2

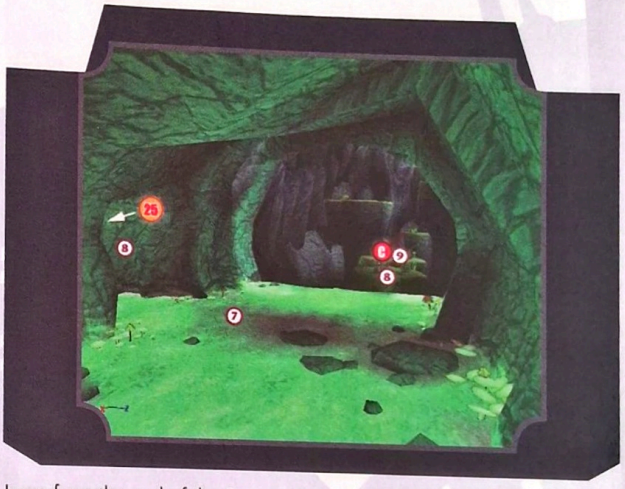
Precipice

rom the starting ledge ❶, find the Silver Pac-Man Statue on the low edge behind you. Find an Orange on the low ledge on the other nd. Jump to platforms ❷, ❸ and ❹, and drop down on the lower edge to the Cherry. Jump from platform ❹ to the canyon wall slots . Jump up the slots to reach the cave above ❻.

Avoid the poison pollen-spitting plants in the cave ❻, and grab the Apple on your way to the "Ancient Hero" ❼. The old man has just escaped Erwin's fortress by digging out with a spoon. "Beware the burning eyes," he warns.

Silver Pac-Man Statue

Head to the end of the secret tunnel to the left of Spoon-Man, and recover the Silver Pac-Man Statue.

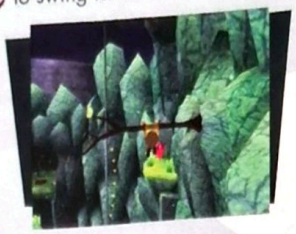


Jump from the end of the Spoon-Man's cave to the first rock spire ❽, and again to the next ❾ to get the Cherry.

Ancient Hero's Cave

Rock Spire Ravine

Follow the step numbers on the map to reach the next-highest rock spire to get through the ravine. Once you get the Orange and Watermelon from spire ⑯, jump back to ⑮ and then to ⑰. Head up to the canyon side and use branch ⑲ to swing to the Red Crystal's ⑳ ledge. Slide down the pole to spire ㉑ and take the Apple from its lower ledge. Jump from ㉑ back to ⑭ and ⑱ and enter the cave ㉒. The Red Pac-Dot Chain Machine's Pac-Dots carry you to a new cave ㉓.



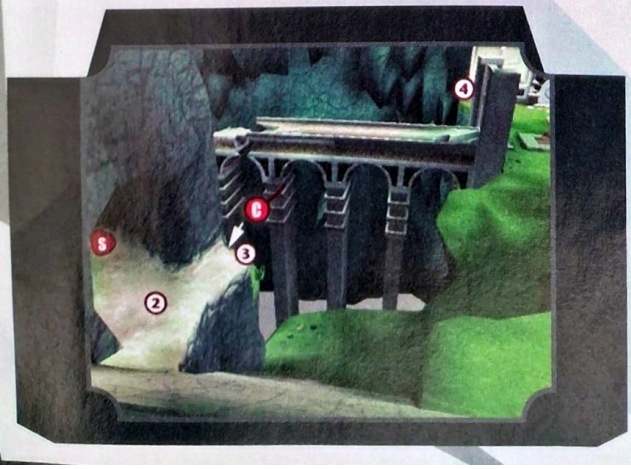
ARMALOPE AMBUSH

In the high cave ㉓, two Spiked Armalopes hide in a large nook to the right. Defeat them and take the Apple from their den. Head to the end of the cave ㉕ to reach Area 2.

Area 2: The Cragstone Bridge

Area 2 Collectable Total			
Item	Quantity		
Collectors Cards	0	Watermelons	2
Silver Pac-Man Statues	1	Apples	2
Galaxian	1	Oranges	2
		Strawberries	3
		Cherries	2

A SLIPPERY SLOPE



Stand in position ❶ at the mouth of the cave, and roll down to the lower cave ❷. Defeat the Spiked Armalope inside, and break the crates to uncover the Strawberry. Drop off the end of the ledge ❸, and recover the Cherry from the flowers.

BRIDGE COURTYARD

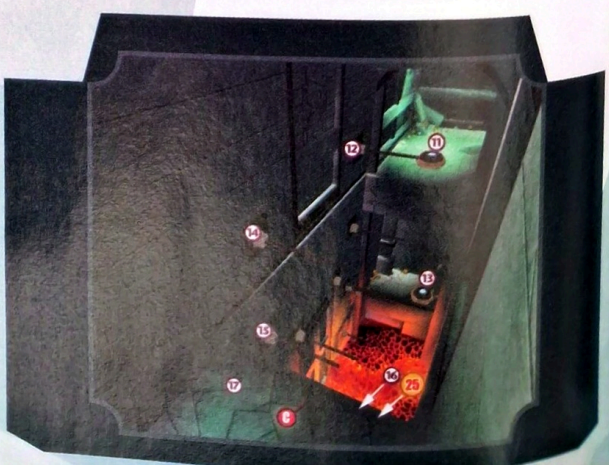
WATERMELON

Defeat the Armalopes in the courtyard, and find the Blue Crystal ❹ in the crate near the temple. Rev Roll up the original steep slope ❶ and down to ledge ❺. The Blue Pac-Dot Chain Machine's Pac-Dots carry you to the Watermelon ledge ❻.

A Blue Ancient Key ❼ is required to open Cragstone Bridge gate. A Red Ancient Key is required to enter doorway ❽. There's a Save Console ❾ in the corner. Enter temple door ❿ to find the Red Ancient Key.

RED ANCIENT KEY QUEST

In the Red Ancient Key tunnel ❿, Butt-Bounce on switch ⓫ to reveal a vertical row of monkey bars. Jump to the first bar ⓬, drop down two bars, and jump to the switch ledge. Butt-Bounce on switch ⓭ to reveal another vertical row of bars ⓮. Jump to the closest bar, and continue jumping forward until you reach bar ⓮. Drop down to bar ⓯, and jump to the lower ledge ⓰ to recover the Silver Pac-Man Statue.



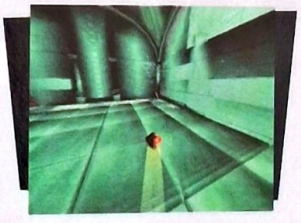
Jump from the lower ledge to the closest bar. Jump right two bars and back left to bar 15. Jump to the next ledge 17. Take the Cherry, and break the crates in the back corner to recover the Red Ancient Key. To leave, jump to 14 and drop down to 13 and then again to the *lower* bar. Jump to the right until you reach the entry ledge.

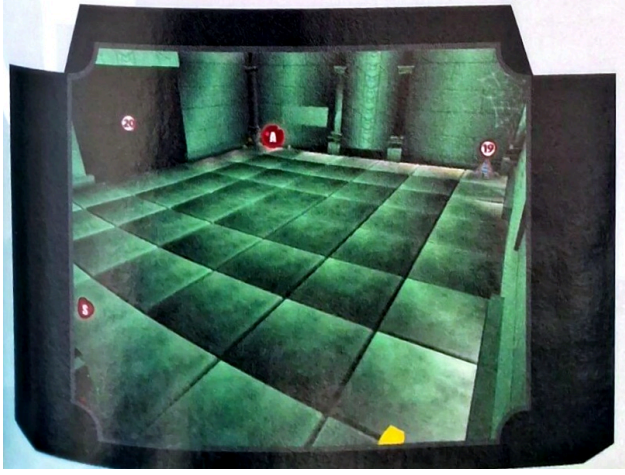
BLUE ANCIENT KEY QUEST

Use the Red Ancient Key on the red keyhole, and enter tunnel 8. Ancient Defenders fill the lower chamber. There are two Eclecto-Shock Power Pellets and a Ribbon Loop on the floor. Shock the baddies and then constrict the remaining ones with Ribbon Loop. Open the next door using Rev Roll Plate 18. This also opens a secret area in the Red Ancient Key tunnel.

DON'T BREAK THE ICE!

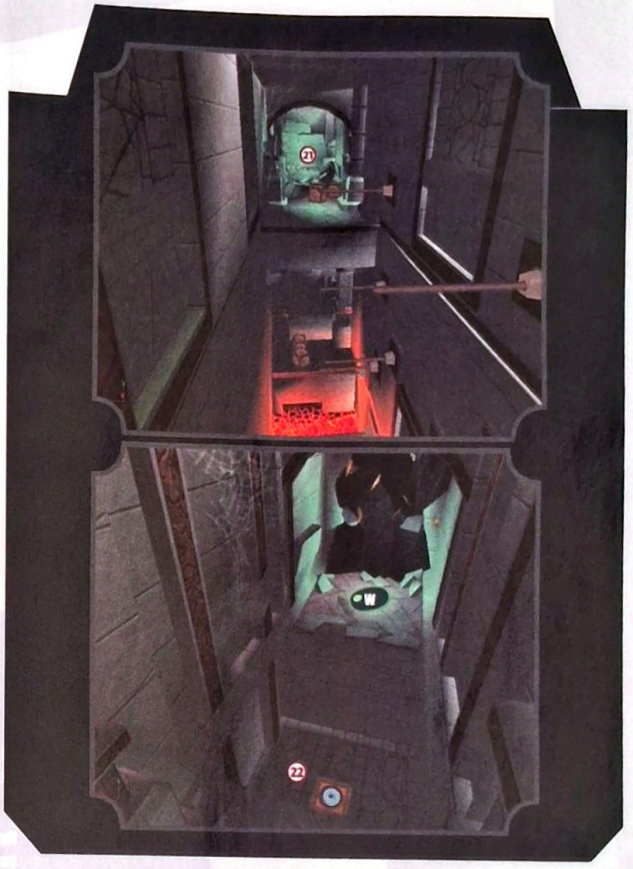
Take the Strawberry from the entrance. The tiles in this room drop when you walk on certain areas of the floor. If all the tiles fall that are going to, the remaining static tiles are enough to allow you to jump back and forth through the room. From the entry, Rev Roll to the Blue Ancient Key 19 and then to the Apple in the next corner. Notice the off-color bricks 20. The Galaxian is inside this secret room.





Your next goal is get in this secret room. Make your way back to the previous chamber and battle the Spectral Monsters. Use the chain link to return to the upper tunnel, and then enter the courtyard. Enter tunnel 10 once again.

HIDDEN ITEMS QUEST: RED ANCIENT KEY TEMPLE



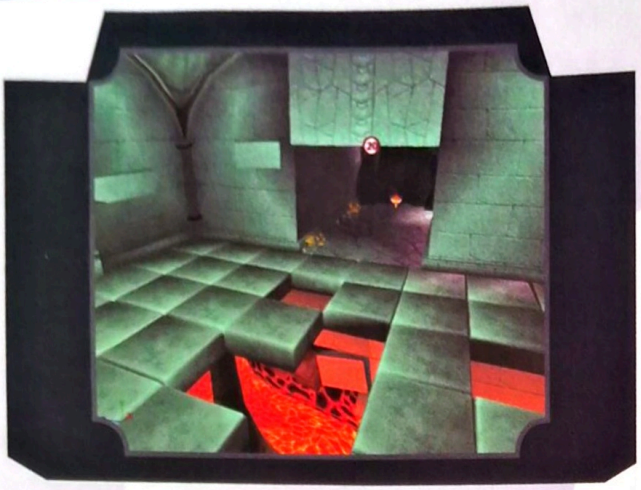
Jump across the lava-filled chasm using the monkey bars again. Jump to the distant high ledge. The back wall has collapsed, revealing a secret passage 21. Jump over the first floor gap, turn the corner, and jump *into* the next gap 22. Use the Rev Roll Plate to raise the floor to reach the Watermelon. This Rev Roll Plate also lifts the secret wall 20 in the other chamber. Return to the previous gap you leaped over, and then drop down into the Blue Ancient Key temple—it's a shortcut!

HIDDEN ITEMS QUEST: BLUE ANCIENT KEY TEMPLE

Reenter the Blue Ancient Key chamber. The secret wall has lifted! Jump to this room and take the Galaxian from inside. Beat the maze challenge for an Extra Life. Return to the courtyard.

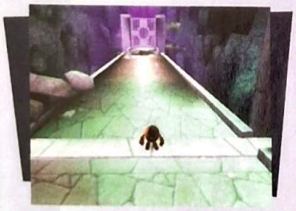
Area 3: Syphon Fortress

Area 3 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	0
Silver Pac-Man Statues	1	Oranges	1
Galaxian	0	Strawberries	0
		Cherries	1



BRIDGE COURTYARD: CROSSING CRAGSTONE BRIDGE

Use the Blue Ancient Key on keyhole ❼ to raise the ground switch used to lower the bridge gate. Butt-Bounce on the switch ㉓ to temporarily lower the bridge gate. Step on the top of the bridge gate and wait. When the gate rises, you're lifted near the tops of the bridge columns. Jump onto the right column to obtain the Orange.

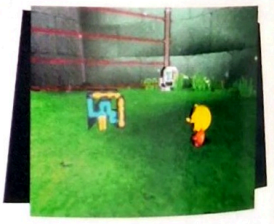


Find the Apple in the crumbled middle area of the bridge, and jump the gap to the other side ㉕. Jump over the left side of the bridge near the next gate, and land on lower ledge ㉖. Take the Strawberry from this ledge, and clamber up the remaining ledges to the other side of the gate ㉗.

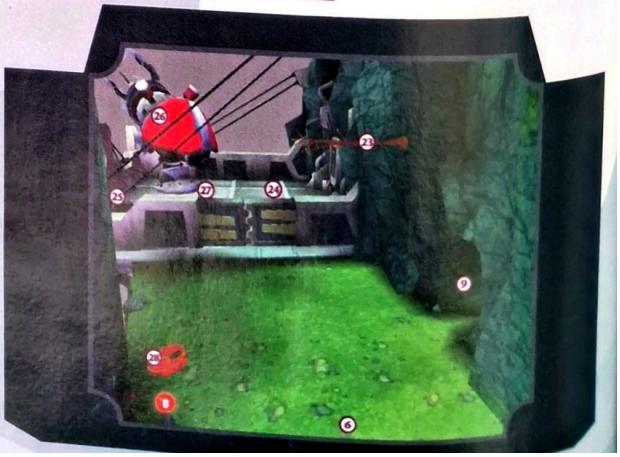
DROPPIN' IN!

A small army of K-Trons and two laser turrets ❹ and ❺ behind a laser gate are seen in the gorge. Quickly grab the Chrome Power Pellet ❶ for invulnerability while Rev Rolling on Clyde's Summoning Pad ❷. Clyde materializes ❸ behind the laser gates next to the laser turrets. Use Sonic Boo to destroy the laser turrets ❹ and ❺.

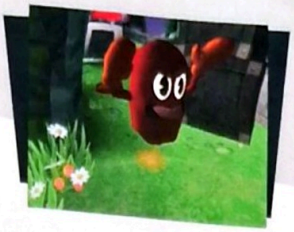
Return to Pac-Man and battle the K-Trons arriving over the large blocks ❻. Use the two Ribbon Loops to help in battle. The last K-Tron you destroy drops a Computer Disc. Insert it into the control panel ❼ to shut down the laser gate.



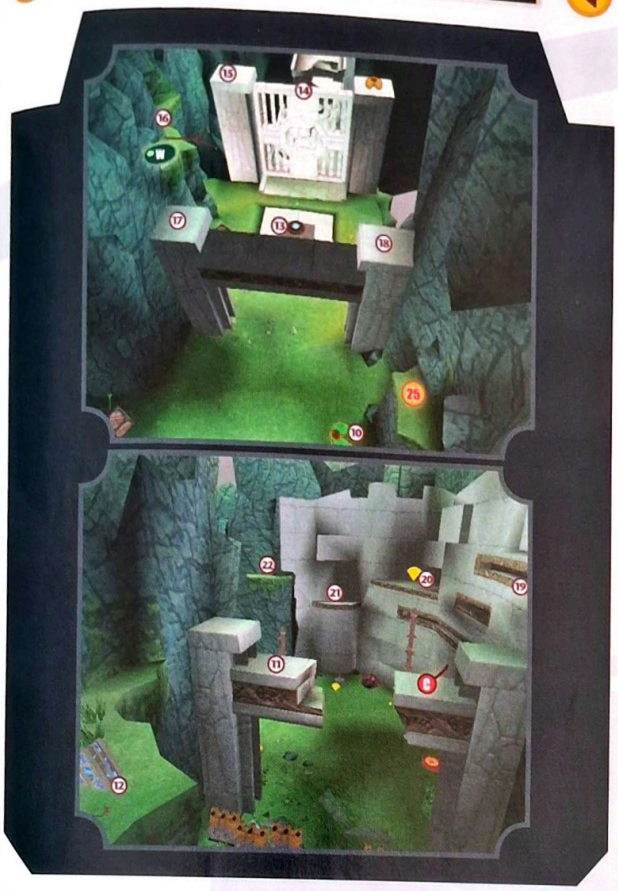
CLYDE'S BLOCK WALL



Summon Clyde and use the Spectral Fountain behind the barricade 8. Destroy *all* the blocks in the pathway 6. With all the blocks destroyed, as Pac-Man, find the Orange near the Pac-Dot Chain Machine 28, and enter cave 9 to get the Green Crystal.



BLUE ANCIENT KEY QUEST

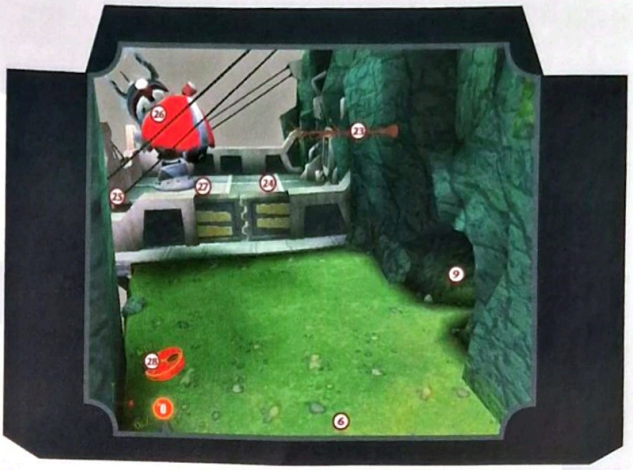


Use the Green Crystal on the Green Pac-Dot Chain Machine 10 to be carried to column 11. Jump to the grassy ledge to get the Blue Ancient Key 12. Take the key to the bridge keyhole. Butt-Bounce raised button 13. Step on the top of the lowered gate 14 and wait for it to lift. Jump up to the left bridge column 15 and then to the cliff ledge 16.

Swing from the branch to the next cliff ledge to get the Watermelon. Jump form the Watermelon ledge to column 17. Cross the arch to column 18. Jump to the cliff ledge to get the Silver Pac-Man Statue.

Return to the Chain Machine 10 to be lifted to column 11 again. Jump to the next column to get the Cherry. Use wall slots 19 to reach ledge 20. Jump to lower ledge 21 and to grassy ledge 22.

DROPPING IN ON THE ENEMY



Jump from grassy ledge 22 to the tree branch 23. Swing and jump from branch to branch until you land inside the Syphon base 24. Defeat the K-Trons using many Butt-Bounce Triple Combos. Use the Rev Roll Plate near the game console 25 to open the protective shield, allowing you to play the maze challenge. This destroys the Syphon machine 26. Take the Red Crystal 27 that appears. Use the corner Rev Roll Plate to open the fortress gate. Use the crystal on Red Pac-Dot Machine 28 to reach the other side of the fortress.

Area 4: To Erwin's Fortress

AREA 4 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

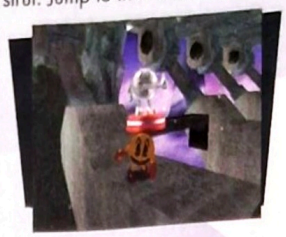
Watermelons	1
Apples	1
Oranges	0
Strawberries	1
Cherries	1

UNDER THE SYPHON BASE

Area 5: Through the Mountain

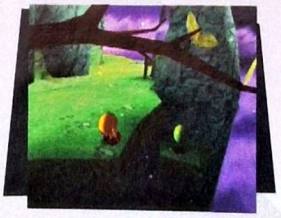
Area 5 Collectable Total	Quantity
Item	
Collectors Cards	1
Silver Pac-Man Statues	0
Galaxian	0
Watermelons	1
Apples	0
Oranges	1
Strawberries	1
Cherries	0

The Red Pac-Dot Chain Machine carries you to cliffside ledge ❶. Turn back toward the Syphon base and jump to ledge ❷, and then to ❸. From ledge ❸, you can jump to Syphon base strut ❹. You can see the Silver Pac-Man Statue on the last strut. Jump to that strut as you did the last time you passed under a base, and then return to ledge ❶. The B-Doing near ledge ❷ returns you inside the base. Use this if you've missed some items.



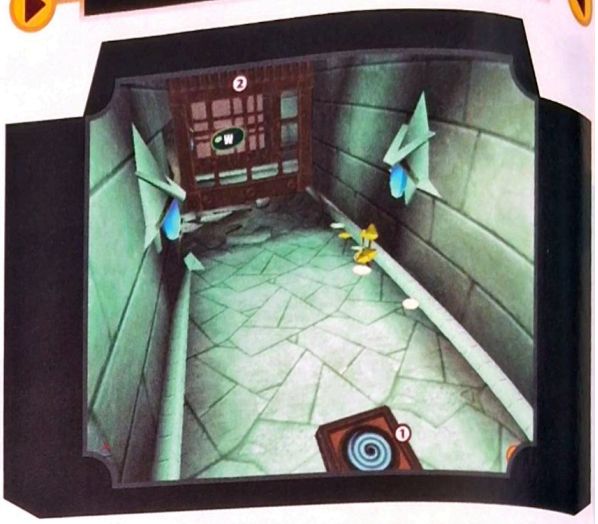
GALAXIAN

Jump from ledge ❶ to the canyon wall slots ❺, and shimmy to the end. Jump up until you reach the next canyon pathway ❻. Take the Cherry and battle the Armalopes. Look behind spire ❼ for the small ledge containing a Watermelon. Jump to the branch ❽ and swing to chain link ❾. Climb up and use the Save Console ❿.



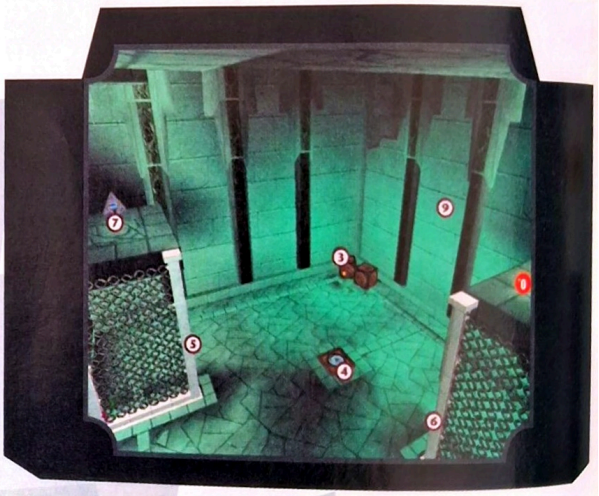
A Lummox breaks through a door when you approach the Armalopes. Use multiple Butt-Bounces to defeat the Lummox. Find the Apple on the narrow ledge and the Cherry in the middle of the battle area. Enter doorway ⓫.

ENTRYWAY



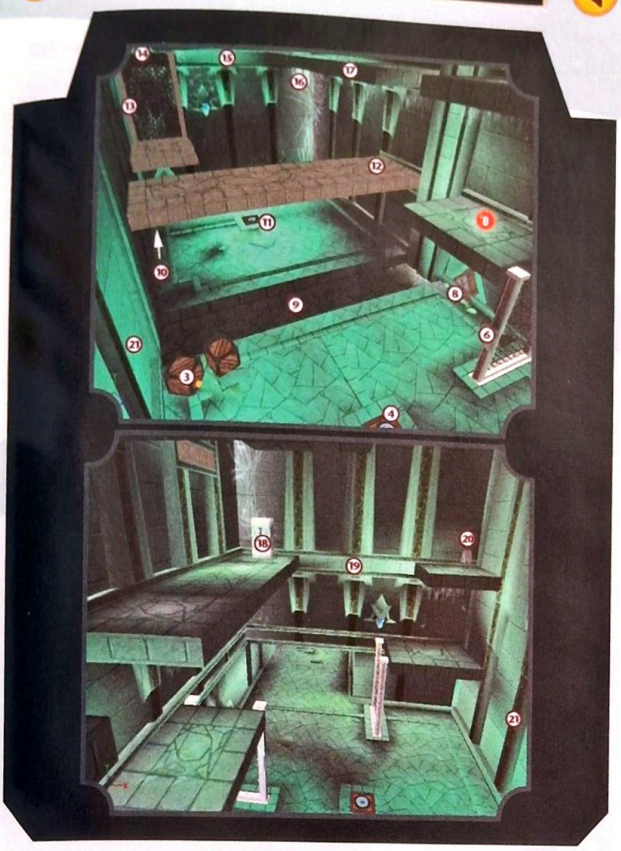
Get the Extra Life from the crate behind the Rev Roll Plate. Use the Rev Roll Plate ❶ to lower the first wooden gate ❷. You'll get the Watermelon behind the second gate much later. Jump down into the lower chamber at the end of the hallway.

KEY CHAMBER: STAGE 1



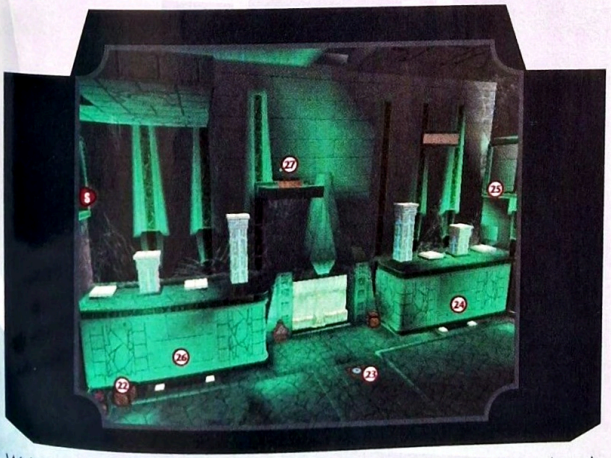
Use the Electro-Shock Power Pellet found in crate ❸ to easily defeat the Ancient Defenders. Use Rev Roll Plate ❹ to raise chain link ladders ❺ and ❻. Climb ladder ❺ to get to the Blue Ancient Key ❼, and ladder ❻ to get the Orange. Use the Blue Ancient Key on the keyhole ❽ below the Orange platform to lower wall ❾.

KEY CHAMBER: STAGE 2

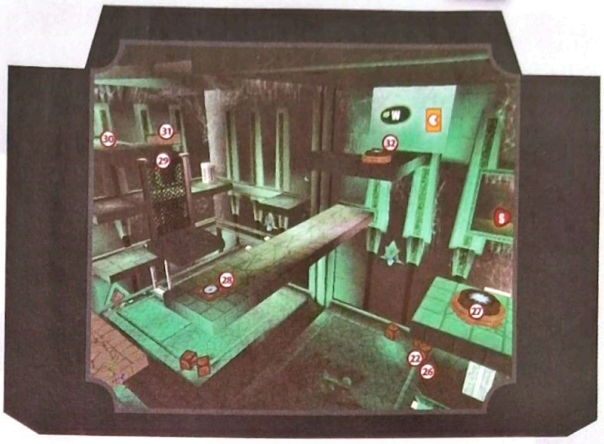


Rev Roll to the crates ⑩ in the back-left corner to use the Ribbon Loop on the three Ancient Defenders. Use Rev Roll Plate ⑪ to extend catwalk ⑫. Use the platform ⑥ to reach the catwalk, and jump to chain link ⑬ to reach the pillar switch above. Butt-Bounce on pillar switch ⑭ to extend ledge ⑮, which allows you to Butt-Bounce on pillar ⑯ to extend ledge ⑰. Butt-Bounce on pillar ⑱ to extend ledge ⑲, allowing you to grab the Blue Ancient Key ⑳. Use this on the keyhole near the Ribbon Loop crate ⑩. This drops wall ㉑.

KEY CHAMBER: STAGE 3



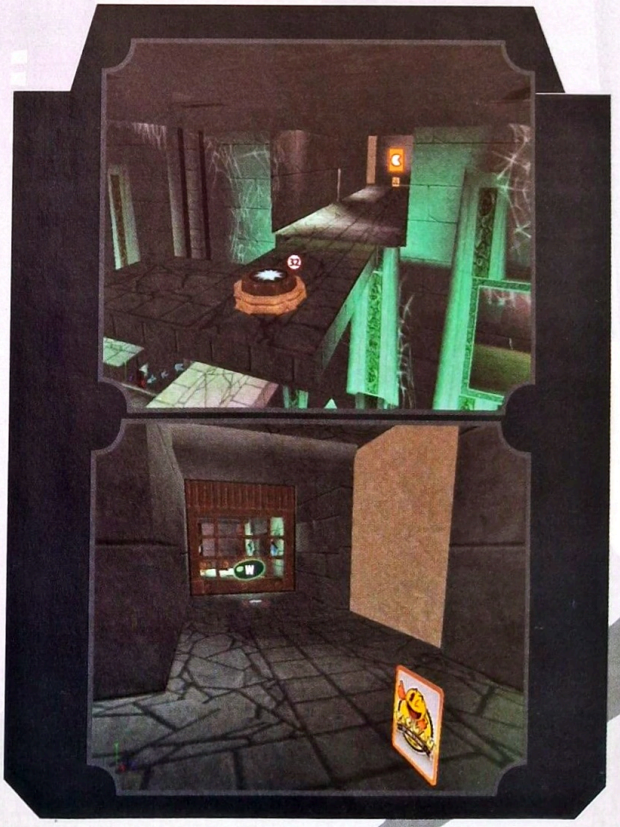
With the full room open and more Ancient Defenders attacking, break crate ㉒ for the Super Stomp Power Pellet and finish off the enemies. Use Rev Roll Plate ㉓ to raise ladder ㉔. Butt-Bounce the pillar switches accordingly to form stepped-jumps to the alcove above ㉕. Use the Rev Roll Plate inside the alcove to raise ladder ㉖. Climb this ladder to the next set of pillar switches.



Climb the pillars as-is to reach the alcove with the Strawberry inside. Now, Butt-Bounce on the closest two pillars to the Strawberry alcove to form stepped-jumps to the button platform ㉗. This button triggers platform ㉘ to appear. You can Rev Roll and jump to this Rev Roll Plate platform from ㉗, or take the previous ledges and ladders to reach it. Use Rev Roll Plate ㉘ to lower ladder platform ㉙. Jump to this ladder platform and climb it to Rev Roll Plate ㉚. This button temporarily extracts sliding ledge ㉛. Quickly run out onto it, and Rev Roll and jump to button platform ㉜.

SECRET WALL

Walk up to the light-colored wall behind button ㉜. It slides back! Continue chasing it back until the Collectors Card is uncovered. Walk up to the back-left wall. It slides away, revealing the Watermelon you saw when you first entered the mountain.



THE FINAL KEY

Bounce on button 32 to roll out permanent high ledge 33. Return to platform 30 and jump to the adjacent Rev Roll Plate platform. Use the Rev Roll Plate to extract the platform beside it from the wall. It slowly moves back into the wall. You don't have to roll the Rev Roll Plate the entire time that it takes the ledge to move to its full outward position. You can stop early, ride the ledge a little ways, and then jump to the next ledge 33. Take the Blue Ancient Key 34 and use it on keyhole 35 on the floor level. Enter the new hallway.

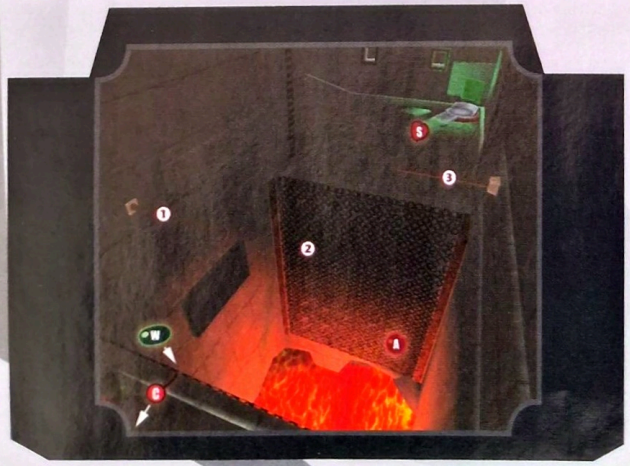
Area 6: Light at the End of the Tunnel

Area 6 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

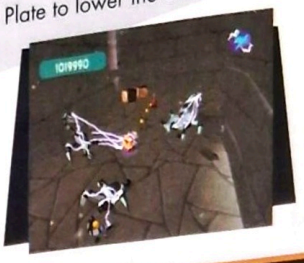
Watermelons	3
Apples	3
Oranges	3
Strawberries	3
Cherries	3

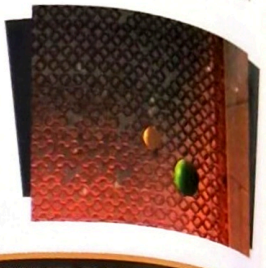
SAVE CONSOLE PASSAGEWAY



As you enter the Save Console passageway, break the crates just inside the doorway for the Electro-Shock Power Pellet. Use this on the Ancient Defenders guarding the Cherry. At the lava pit, jump from swing-bar 1 to chain link 2.

Climb down and over to the Apple, and then up to the ledge with the Save Console. Turn and jump on swing-bar 3, and perform the same maneuver to get the Watermelon on the original side's chain link. Take the nearby Strawberry near the Save Console. Use the Rev Roll Plate to lower the exit door.





OUT OF THE FRYING PAN...

Grab the Orange in the flowers near the doorway, and then defeat the laser turret 4 and the K-Trons. Find the Strawberry on a low ledge near the tall rock column. Jump to the next Cherry rock column and then to the continuing canyon pathway.

MOUNTAIN CLIMBING: STEP 1

Follow the pathway to the K-Trons and laser turret. Grab the Chrome Power Pellet 5, Butt-Bounce on the laser turret, and then work on the K-Trons using the Super Stomp 6 found on the tall rock column. Use Rev Roll Plate 7 and climb the raised ladder to the metal ledge. Jump up to the rock column platforms to get the Apple and Health Wedge. Jump up the slotted metal wall 8 to reach the next ledge.

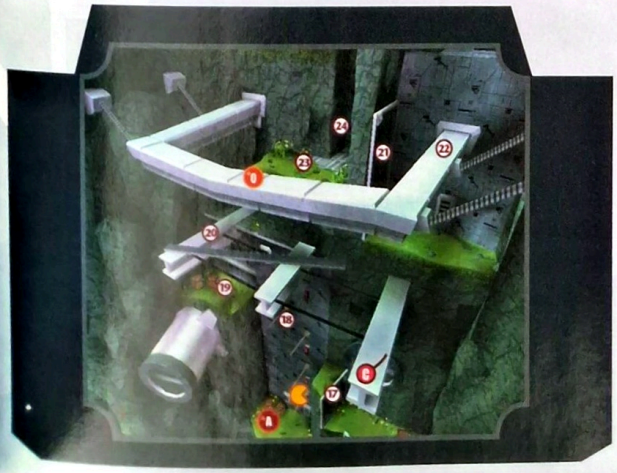
MOUNTAIN CLIMBING: STEP 2

Work your way over the grassy platforms, Wall Jumping in nook ⑨ to the top of the next ledge. Drop off branch ⑩ to reach the Watermelon below. To return to branch ⑩, walk out onto the large pipe, swing to the next one using branch ⑪, and then use Wall Jump ⑨ again. Jump into the ventilation shaft ⑫ from the rightmost ledge. Exit through the left vent ⑬. Use the narrow grass ledge to reach wall slot ⑭ and jump to the next one above. Shimmy and pull up to the next ledge ⑮.

MOUNTAIN CLIMBING: STEP 3

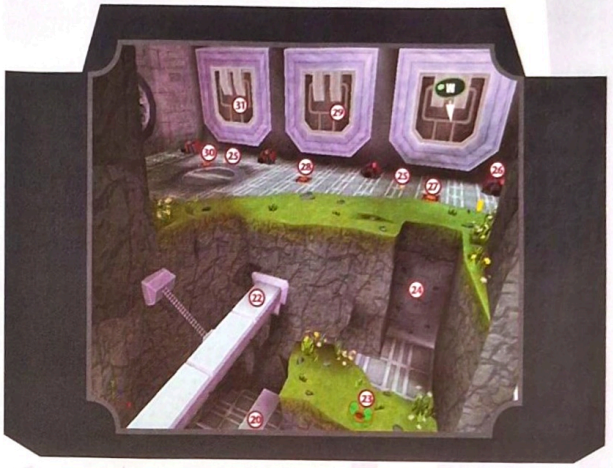
Find the Apple in the crates on the platform under the swing-bars, and then jump across gap ⑮ and climb screens ⑯ and ⑰—breaking the crate between them for the Strawberry. Jump onto bar ⑱, and drop down again for the Extra Life. Work your way back to bar ⑱, and swing and jump to the next ledge ⑲.

MOUNTAIN CLIMBING: STEP 4



Use the wall slots on ledge ⑲ to reach the metal girders above ⑳. Carefully walk across the girders, following the Pac-Dots. Jump to the final girder with the Cherry on the end, and then climb screen ㉑. Jump backwards onto the metal beam ㉒. Follow the Pac-Dots, Butt-Bounce on the K-Tron, and take the Orange. Follow the beam to the canyon side. Jump down to the Green Pac-Dot Chain Machine ㉓, and perform a Wall Jump in the nook ㉔ to reach the top of the mountain.

BREAKING INTO ERWIN'S FORTRESS



On the top of the mountain are four laser turrets, many K-Trons, and two Electro-Shock Power Pellets ㉕. Run through the Power Pellet and Butt-Bounce on the turrets, working your way from right ㉖ to left. Shock the K-Trons.

Use Rev Roll Plate ㉗ to open the large chamber behind it. A Watermelon is inside. Use Rev Roll Plate ㉘ to uncover the Green Crystal in the middle chamber. This is used on the Chain Machine ㉓ to get to the Orange on beam ㉒. Use Rev Roll Plate ㉚ to open the leftmost chamber, where the strange old Spoon-Man is there to greet you. Head to the end of this chamber to complete the level.

Erwin's Fortress

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	5
Apples	5
Oranges	5
Strawberries	5
Cherries	5

You're gaining on Erwin. He can feel you breathing down his neck. He's going to pull out all the stops to keep you from thwarting his dreams of world domination.

Hidden Items

Jump onto the small ledge below the lift ❺ and take the Watermelon. Use the Rev Roll Plate on the same ledge to open a side door. Wall Jump between columns ❻ to retrieve the Silver Pac-Man Statue and the Cherry above. Jump to column ❼ to reach the platform above. Smash the crates to get the Strawberry, and use the Rev Roll Plate ❽ to open door ❾.

Area 1: Surprise!

Area 1 Collectable Total

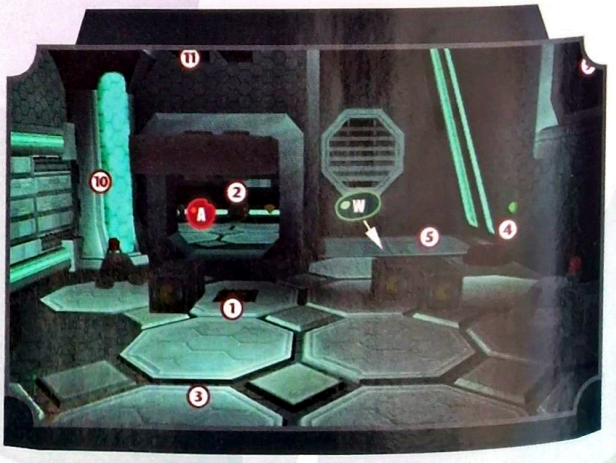
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	1

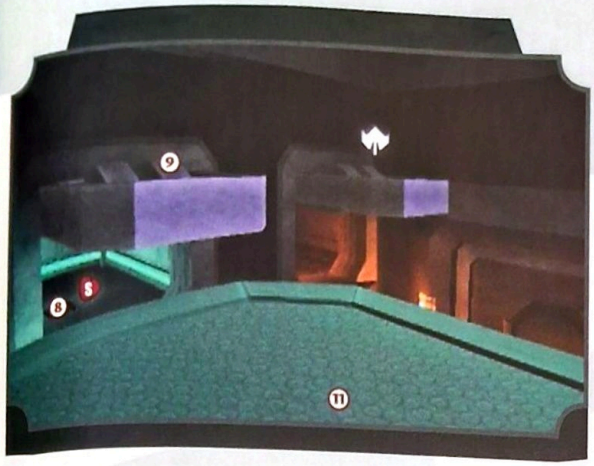
Watermelons	1
Apples	2
Oranges	2
Strawberries	2
Cherries	1

ROOM 1

Defeat the Gyrotrons, K-Trons, and Bomb-a-Trons. The last enemy that falls drops a Computer Disc. Use Rev Roll Plate ❶ to open the control room. Take the Apple and use the Computer Disc on console ❷. This makes switch ❹ active, calls in more K-Trons, and makes an Electro-Shock Power Pellet ❸ appear in the main room. Rev Roll to the pellet and destroy the K-Trons. Gyrotrons appear next, and more K-Trons after that. Use the Super Stomp Power Pellet that appears. This will aid in your battle. Use switch ❹ to get lift ❺ moving.

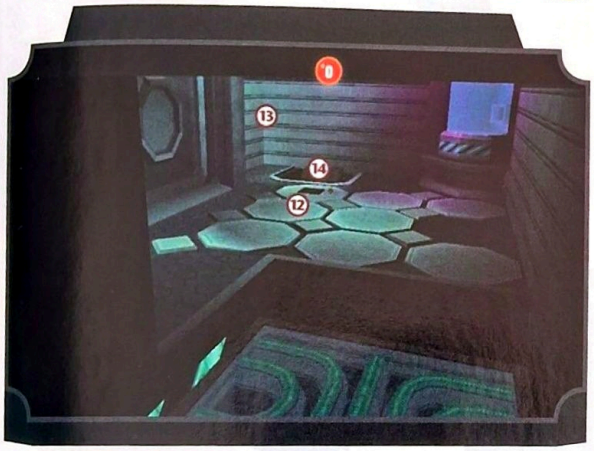
FIRST ROOM: SECRETS REVEALED





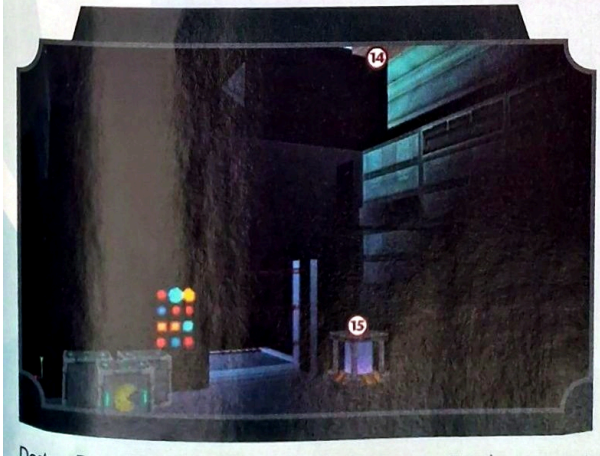
Wall Jump in corner 10 to reach the top of the hatch. Wall Jump from the top of the hatch to reach platform 11. Rev Roll and jump from platform 11 to the top of door 9, and continue to the top of the entry door to get the Galaxian. Ride lift 5 to the next room.

ROOM 2



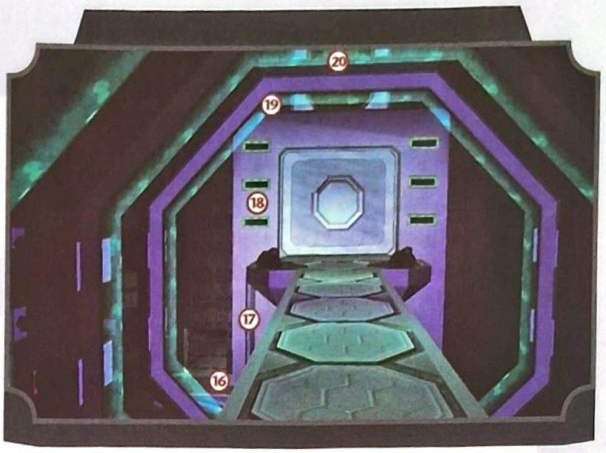
Defeat the Gyrotrons using the Super Stomp Power Pellet. Use Rev Roll Plate 12 to raise hatch 14. Wall Jump in corner 13 against the raised hatch to reach the Orange. Jump down into the room below the hatch 14.

BELOW DECK



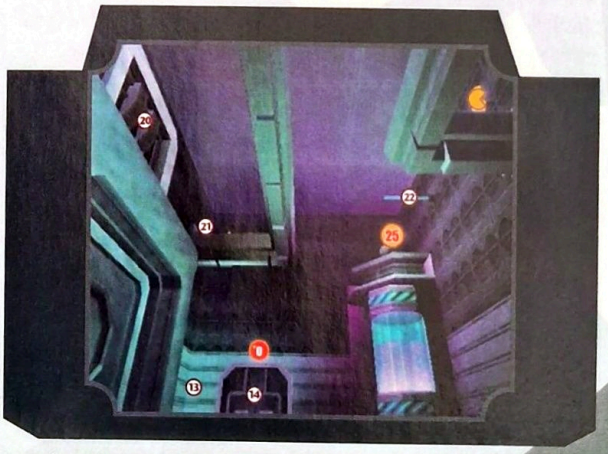
Destroy Erwin's Stockpile 15 to lower the laser gate. Exit the room out onto the chasm ledge 16.

CHASM



From the chasm ledge 16, follow the Pac-Dots up the light ladder 17 and onto the catwalk. Use wall slots 18 to reach the ledge above. Use Rev Roll Plate 19 to open the hatch 20 and enter the previous room.

ROOM 2: UPPER LEVEL

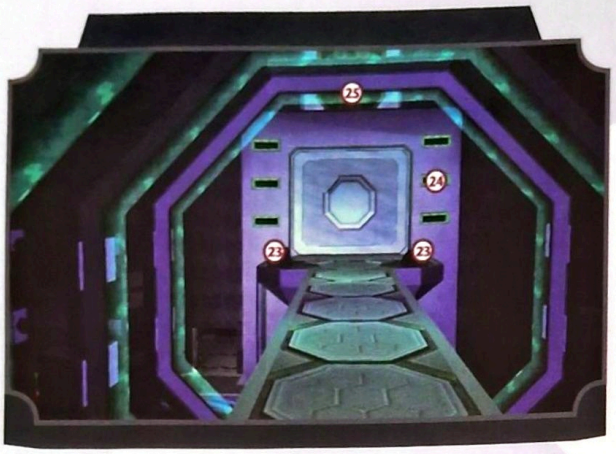


Jump from the hatch ledge 20 to air duct 21. Jump to the top of the tank to get the Silver Pac-Man Statue, and then use swing-bars 22 to reach the lower duct and the Extra Life.

Area 2: Erwin's Stockpiles

Area 2 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0
Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	2

CHASM

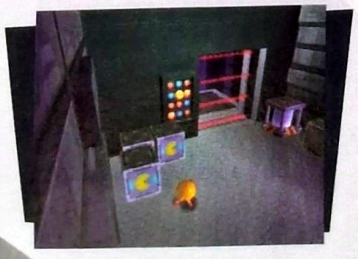


Cross the chasm catwalk, and Butt-Bounce on the Gyrotrons and the two laser turrets 23. Climb up either set of wall slots 24 to reach the ledge above the door. Use the Rev Roll Plate to open hatch 25.

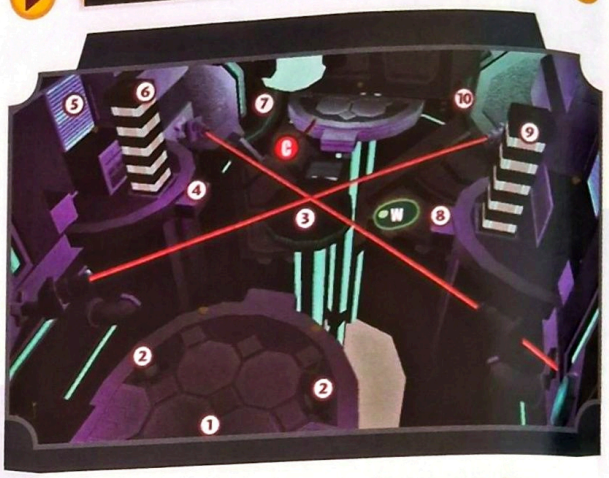
ROOM 3

Jump from the ledge 25 to duct 26, and follow it until you can jump to duct 27. Jump up to duct 28 and down to tank 29 to get the Strawberry. Jump back to duct 28 and then 27 to get the Electro-Shock Power Pellet . Drop down into the room below, and defeat the Mutonians and Bomb-a-Trons—and their dens. Break the crates for Health Wedges and an Orange. Use Rev Roll Plate 31 to open hatch 32. Wall Jump against the corner and hatch 32 to get the floating Apple. Enter the room below the hatch.

Destroy the crate near Erwin's Stockpile to get the Computer Chip, and then destroy the Stockpile to lower the laser gate. Head back into the room by climbing the wall slots 24 in the Chasm to reach the hatch ledge 23. Gyrotrons, Mutonians, and a K-Tron infest Room 3. Defeat them with Butt-Bounces. Use the Computer Chip on the console 33 to unlock door 34.



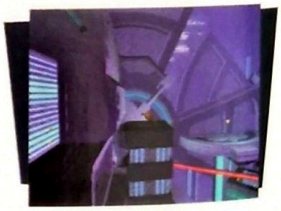
GENERATOR ROOM



Gyrotrons and K-Trons attack as you enter the new area. Use the Electro-Shock Power Pellet 1 to help defeat them. Use the regenerating Electro-Shock Power Pellet to shoot the two Electro-Shock Condensers 2. More Gyrotrons and K-Trons attack while you attempt this. Concentrate on filling one of the condensers, and only stop to turn and quickly zap approaching enemies. Once both condensers are full of energy, the round platform 3 in the middle of the chamber begins to rotate.

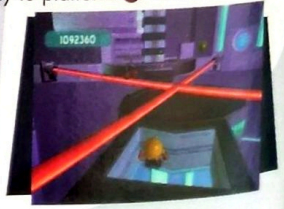
SHIFTING FIRST GEAR

Jump onto the rotating platform 3 when it aligns with the small ledge at the end of your platform. Jump over the red laser, and then jump to the ledge 4. Climb the light-ladder 5 and destroy the laser turret above. Jump to column 6 using the nearby swing-bar. Use the Rev Roll Plate to lower the column and spin gear 7.

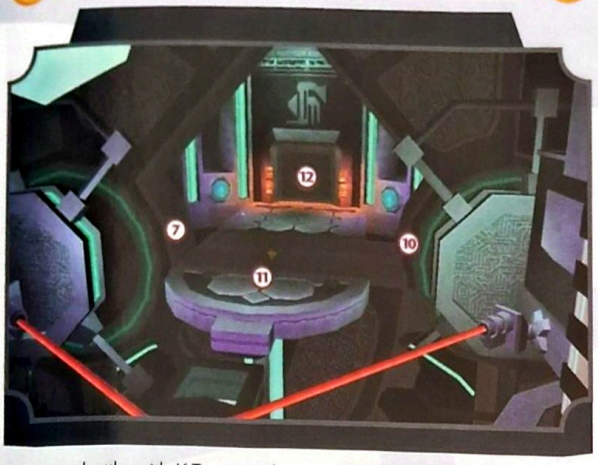


SHIFTING SECOND GEAR

Jump from ledge 4 to the moving platform 3, jumping for the Cherry and over the red lasers along the way to platform 8. Use the same procedure used on the left side of the room to move the next gear. Rev Roll Plate 9 moves the second large gear 10 into place. Ride the revolving platform 3, jumping through the floating Watermelon.



EXIT STRATEGY

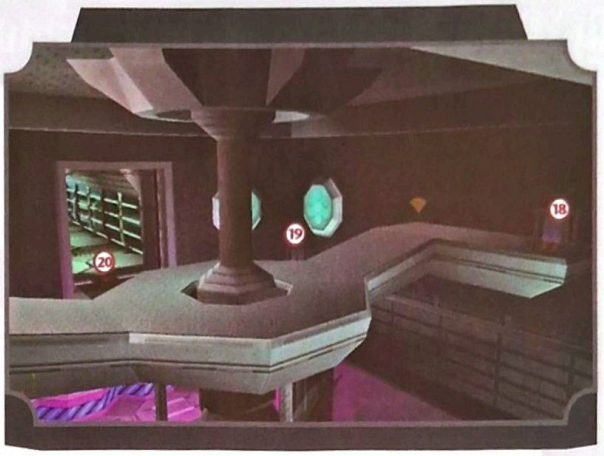


A serious battle with K-Trons and Mutonians occurs on exit ledge 11. Use the Ribbon Loop and Electro-Shock Power Pellets during this scrap. Soon, Gyrotrons and more of the aforementioned enemies spawn, increasing the difficulty. To finish them off, use the Super Stomp Power Pellet that appears. After you win the battle, door 12 opens and out pour more of the same enemies.

SPECTRAL ENERGY STORAGE

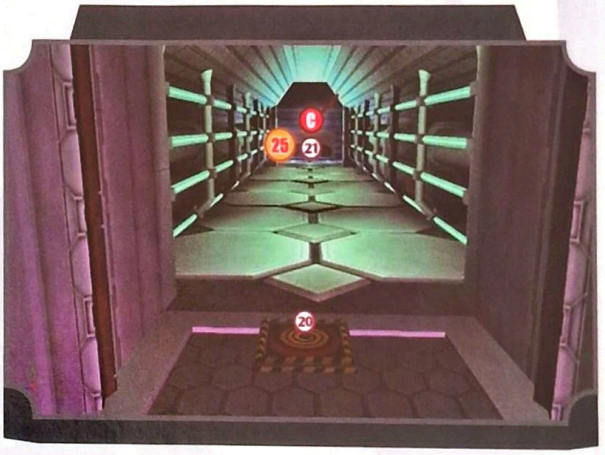
Continue the attack into the next room. Take out the Bomb-a-Tron dens 13. Wall Jump in the corner with the floating Orange to reach the next ledge 14. Jump to the top of the doorjamb and take the Strawberry. Run across the top of the tanks and jump up the wall slots 15. From the top slot, jump and quickly Wall Jump backward to swing-bar 16. Swing and jump through the Apple to the next ledge 17.

UPPER SPECTRAL ENERGY STORAGE ROOM



Butt-Bounce the Gyrotrons on the upper catwalk, and smash Erwin's Stockpiles: 18 and 19. This shuts down the laser gate, allowing you to enter the fire hall.

FIRE HALL

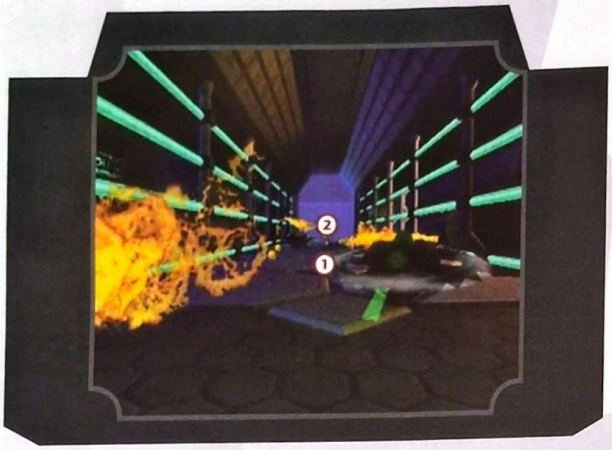


Use Rev Roll Plate 20 to raise hatch 21 in the room at the end of the fiery hallway. The hatch closes shortly after it opens. Rev Rolling down the center of the hallway keeps you from getting burned. The first time you enter the hatch room, Wall Jump to the top of the hatch to get the Cherry above. Take the Silver Pac-Man Statue from the corner. Rev Roll back to the Rev Roll Plate and repeat the process. This time, jump into the room below the hatch.

Area 3:
A Little Help from My Fiends

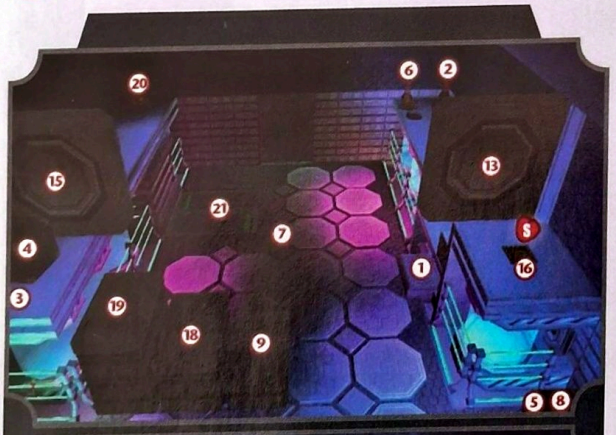
Area 3 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	0
Silver Pac-Man Statues	1	Oranges	0
Galaxian	0	Strawberries	1
		Cherries	1

MORE FLAMES



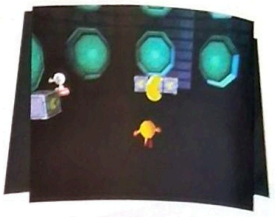
Rev Roll down the center ❶ of the next flaming hallway while jumping over the Gyrotrons. Use the Yellow Pac-Dot Chain Machine ❷ to access the next area.

PINKY and CLYDE



Reach Clyde's summoning pad using ledge ❶. Summon Clyde and destroy the attacking Spectral Monsters and Gyrotrons. Use the Spectral Fountain on the opposite ledge ❸. Super Boo ghost crates ❹ and ❺. Summon Pinky ❻. Fill up on the Spectral Fountains ❸, ❼ and ❽. Solidify ghostly blocks ❿ ⓫ and ❾, in that order. As Pac-Man, jump solidified blocks ❿ and ⓫ to reach the switch platforms above them. Button ⓬ moves wall ⓭, and button ⓮ moves wall ⓯.

Take the Strawberry hovering over Rev Roll Plate ⓰. Use the Rev Roll Plate to lower the entry hatch, which reveals an open shaft ⓱. Enter the secret room through the shaft to find an Extra Life, a Silver Pac-Man Statue, a Cherry, and a Watermelon.

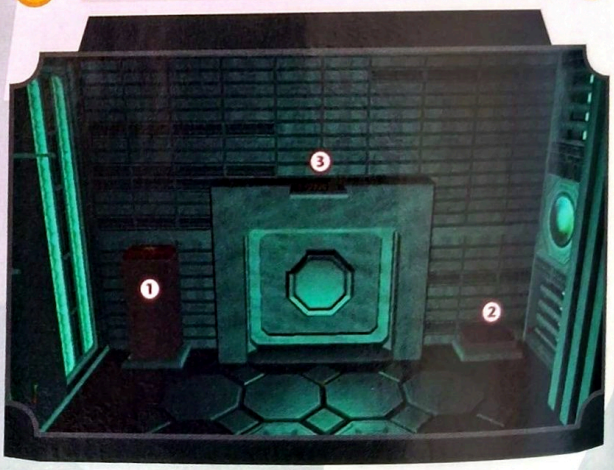


Enter the main chamber and summon Pinky. Have her solidify platforms ⓲ and ⓳. Have Pac-Man jump along these blocks and activate button ⓴ to open hatch ㉑. Summon Pinky and have her solidify the two ghostly gears in the floor ㉑. This opens door ㉒. Before you leave, consider sending Clyde into the new area to destroy the enemy there.

Area 4: Chamber of Horrors

Area 4 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	2
Silver Pac-Man Statues	1	Oranges	1
Galaxian	0	Strawberries	0
		Cherries	0

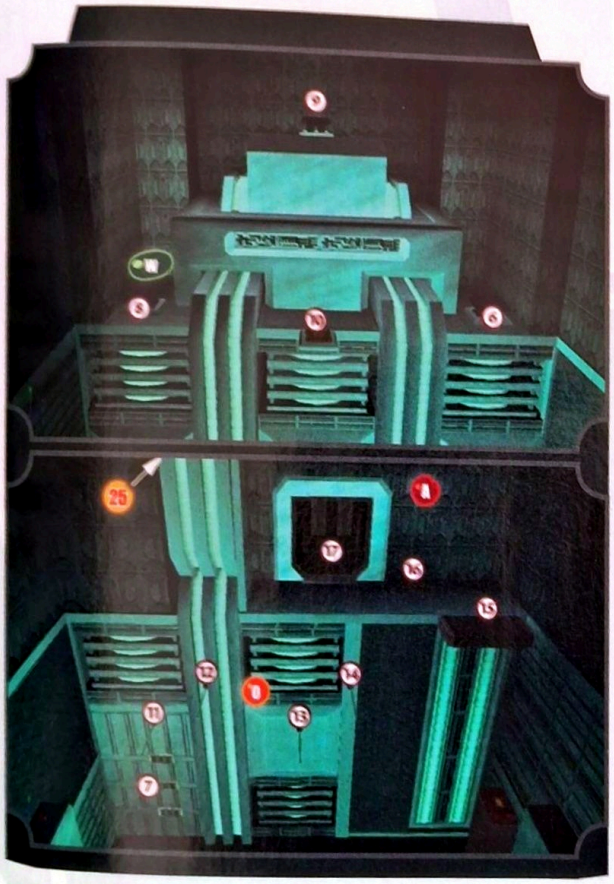
THE ULTIMATE CHALLENGE



Defeat the K-Trons and Gyrotrons using the Ribbon Loop, Electro-Shock, or Super Stomp Power Pellets—if you did not already do so using Clyde from the previous area. Wall Jump to the top of column ❶, and bounce on the column to raise column ❷. Wall Jump between the door and column ❷ to reach the top of the doorjamb. Use Rev Roll Plate ❸ to raise disco column ❹.

Wall Jump up to column ④, and use the B-Doing ③ to reach the ledge and button ⑤. Bounce on button ⑤ to extend the top of three wall handles ⑦. Button ⑥ extends the middle wall handle. Grab the Watermelon from the nook, and Wall Jump to the top of the platform. Defeat the Gyrotrons, and use button ⑨ to extend the lowest wall handle.

UBER-CHALLENGE



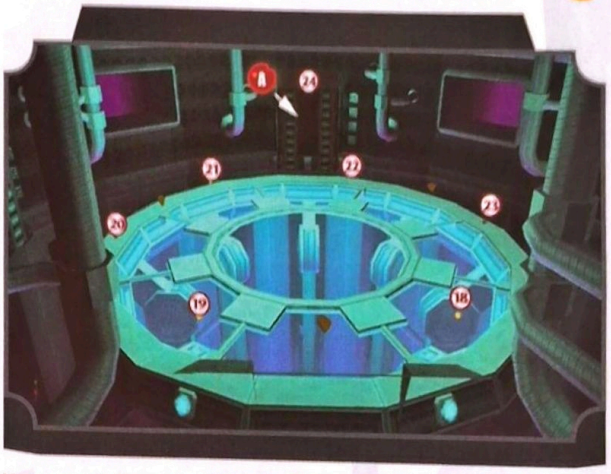
Roll on Rev Roll Plate ⑩ until platform ⑮ moves to its lowest position. Quickly step off the Rev Roll Plate, and perform a quick Rev Roll and jump to the wall handles ⑦. Jump up from one wall handle to the next to reach the swing-bar ⑪. This is a challenge of its own. Don't stand too close to the wall handles, or you won't be able to grab onto them. Stand back a bit, and push forward in midjump to the first handle to latch onto it. Platform ⑮ begins to move upward, so be quick. Swing and jump from swing-bars ⑪, ⑫, ⑬ and ⑭ and then to moving platform ⑮. You get the Orange the first time across the swing-bars. You must perform this quickly, or platform ⑮ will move out of reach.

On the next attempt, try stopping your Rev Roll a little early while on plate ⑩. Platform ⑮ continues to lower a bit on its own. Just be sure

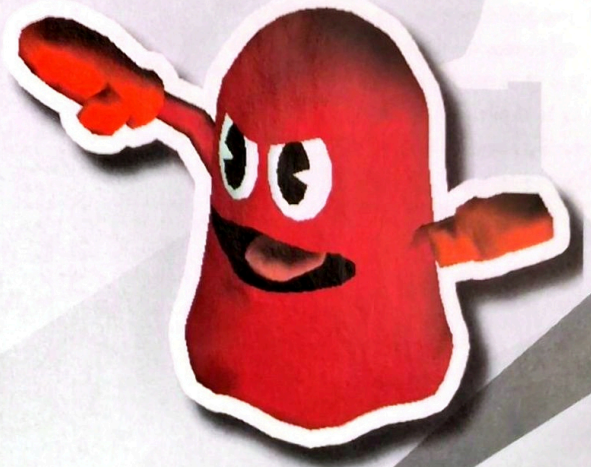
MADE IT!

Use Rev Roll Plate ⑯ to raise hatch ⑰. Wall Jump between the left column and the hatch to reach the top of the hatch. Wall Jump to the swing-bar, and swing to the top of the column to get the Silver Pac-Man Statue. Jump from hatch ⑰ into the floating Apple. Exit the chamber and use the Save Console.

BATTLE ARENA



Your next challenge is a fierce battle in a small arena. A Mech Lummox is the first to attack. These creatures disperse Bomb-a-Trons from large backpacks. Power Pellets of every type spawn during different stages of this battle at locations ⑱ through ㉓. Use Electro-Shock to quickly take out the Mech Lummox and the Gyrotrons. K-Trons and Gyrotrons continually spawn after this stage. Defeat them all to lower door ㉔. An Apple and a lift are at the end of the next hallway. Take them both.



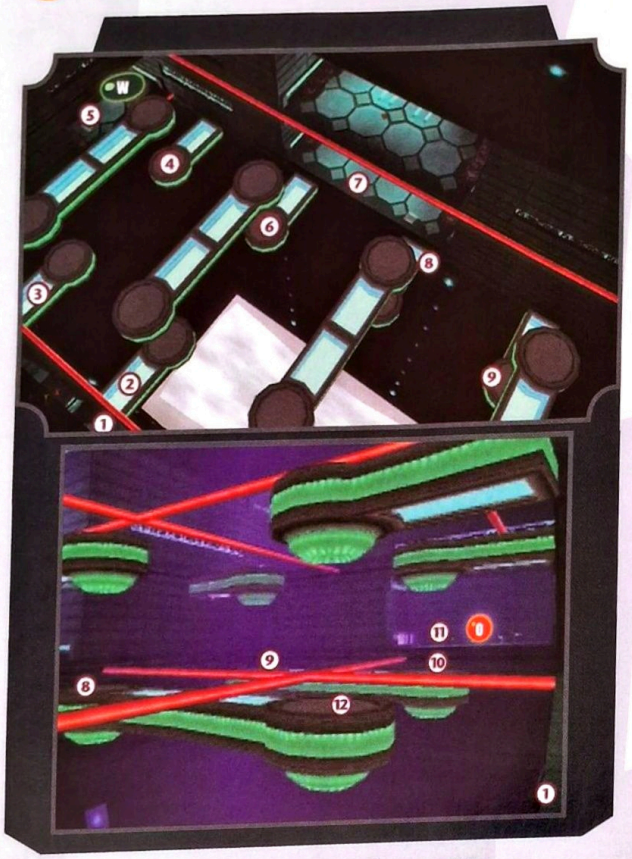
Area 5: Stockpile Mother Lode

Area 5 Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	0
Galaxian	0

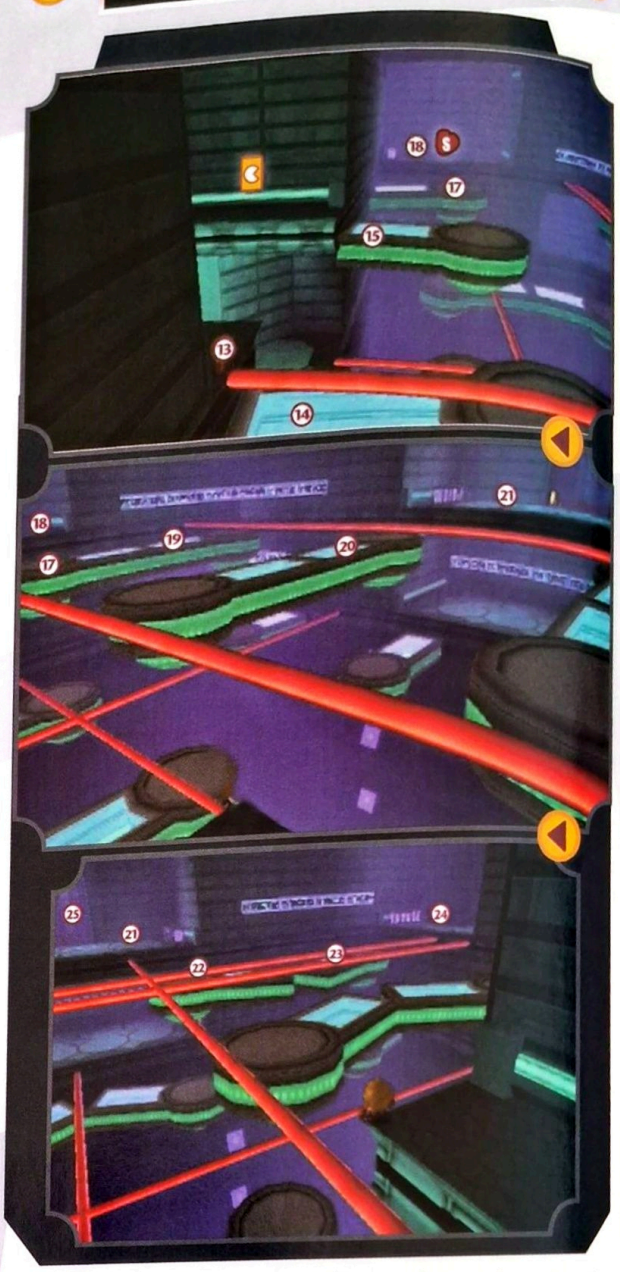
Watermelons	1
Apples	0
Oranges	1
Strawberries	1
Cherries	0

STOCKPILE CHASM: FIRST LEVEL



Erwin's Stockpile Chasm is full of ledges with Spectral Energy Stockpiles, rotating platforms, lasers, and enemies. You begin on ledge ❶. Jump to moving platform ❷. Leap over the lasers as you jump platforms ❸ and ❹ to stockpile alcove ❺. Take the Watermelon and destroy the three Stockpile containers. Jump from rotating platform ❹ to ❻ to reach center alcove ❼. Destroy the Gyrotrons and the six Stockpiles. Take platforms ❽, ❾ and ❿ to alcove ⓫. Destroy the Gyrotron, take the Orange, and destroy the three Stockpiles. Destroying all the stockpiles on the first level shuts down the lasers blocking the light-ladder on the first ledge. Take platforms ❿ and ⓬ back to ledge ❶.

STOCKPILE CHASM: SECOND LEVEL



Climb the ladder to the second level ⓭. Jump from platform ⓮ to ⓯ to reach the Collectors Card on the next ledge. Jump to ⓯ to ⓱ to reach the Strawberry ⓲ alcove. Destroy the three Stockpiles. Jump across platforms ⓳ and ⓴ to get to second level ledge ㉑. Take the Health Wedge and destroy the six Stockpiles. Jump across platforms ㉒ and ㉓ to reach alcove ㉔. Destroy the last of the stockpiles to shut down the laser gate ㉕. Return to alcove ㉑, and ride the lift up to the next area.

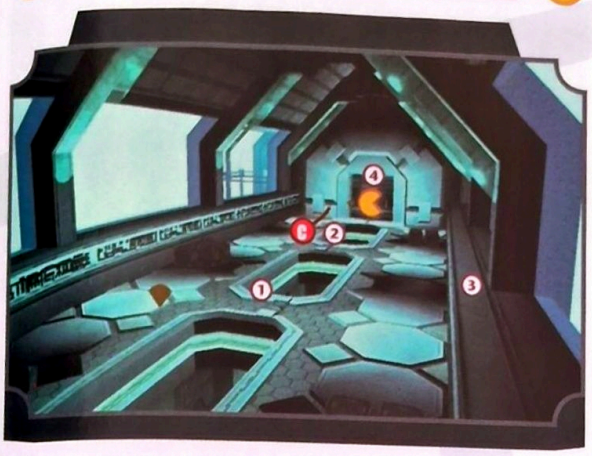
Area 6: Spectral Monsters

Area 6 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

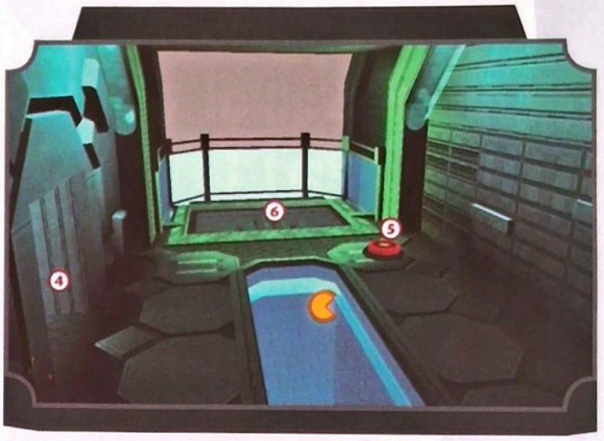
Watermelons	0
Apples	0
Oranges	0
Strawberries	0
Cherries	1

SPECTRAL MONSTER CHALLENGE



The Spectral Monster chamber has three large pitfalls in the middle of the floor. Leap from one side to the other to collect the Cherry from above the center pit. Use Power Pellets in locations ❶ and ❷ to defeat the Spectral Monsters. If things get bad, jump on the side ledges ❸ on either side to escape the Spectral Monsters. The rifts clear when you eat all the enemies, allowing you to exit ❹.

LIFT CHAMBER



Grab the Extra Life, Butt-Bounce on button ❺, and ride lift ❻ up and out of the fortress.

Dungen Gunden

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	6
Apples	6
Oranges	6
Strawberries	6
Cherries	6

The final Syphon reading is coming from the inner compound. Make your way across the outer walls of Erwin's Fortress and find a way in.

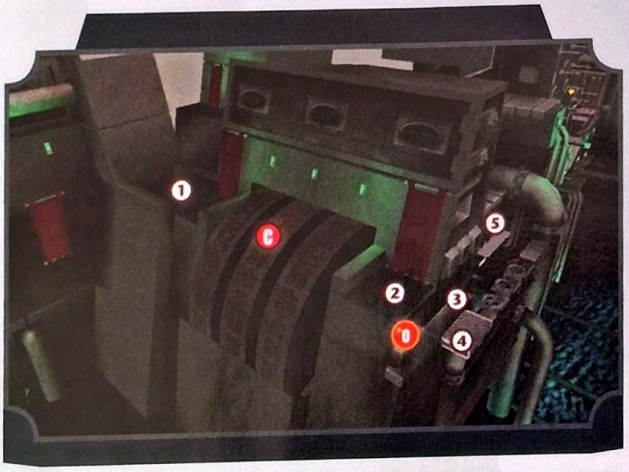
Area 1: Wall of Death: Part 1

Area 1 Collectable Total

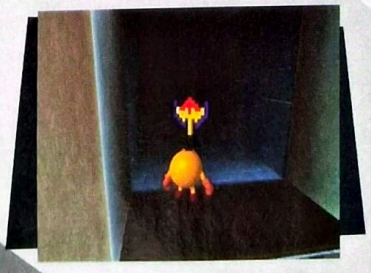
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

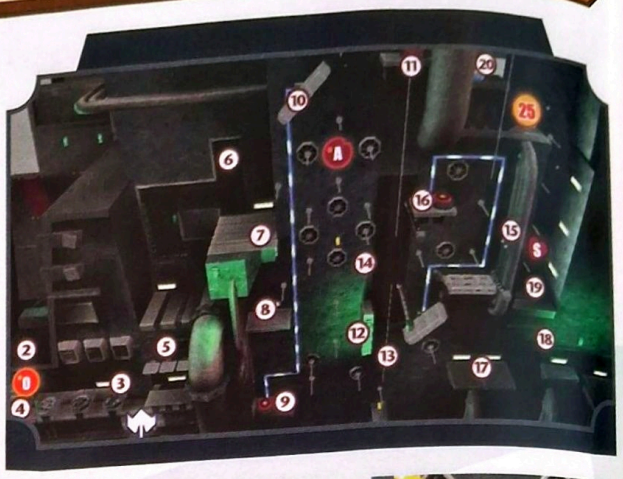
Watermelons	0
Apples	1
Oranges	1
Strawberries	1
Cherries	1

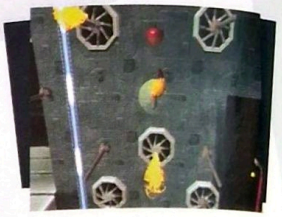
FORTRESS EXTERIOR



❶ Jump across the three large spinning wheels, and take the Cherry from the second wheel on your way to the next platform ❷. Drop down from the next ledge and get the Orange. Follow the ledge below that to the end ❸, and drop down into the Wall Jump crevice. Get the Galaxian from the bottom of the crevice. Wall Jump out of the area and back to ledge ❷. Jump to the fiery pipe platform ❹.







Avoid the fire on your way to the other end, and jump above the flipping platforms to wall slot ❺. Jump up to the next ledge, and climb the screen wall to the top to get the Blue Crystal ❻. From ledge ❼, jump to the swing bars amongst the exhaust fires. Find the Chrome Power Pellet ❽ on the ledge below. Swing up to get the Apple and then down to reach button ❾. Activate this button to straighten platform ❿ so you can reach button ⓫. On your way up, you must swing and Wall Jump from short wall ⓬, but only do so when the steam stops. Use Chrome Power Pellet ❽ on your way up, and Wall Jump off wall ❿. Activate button ⓫ to shut down laser gate ⓭. Jump from swing bar ⓮ to reach the next swing bar area.

SECOND SWING BAR CHALLENGE

From swing bar ⓮, swing two bars to the right and Wall Jump off steam wall ⓯. Swing to button ⓰. This button controls the platforms below. Drop down and roll through these angled platforms to land on ledge ⓱. Jump to the next ledge to the right, and use wall slots ⓲ to reach nook ⓳. Use swing bars and Wall Jumps to reach the Strawberry and to get to the top ledge to retrieve the Silver Pac-Man Statue. Jump up to the next ledge, and use the Blue Pac-Dot Chain Machine to reach a ledge on the other side of the ravine.

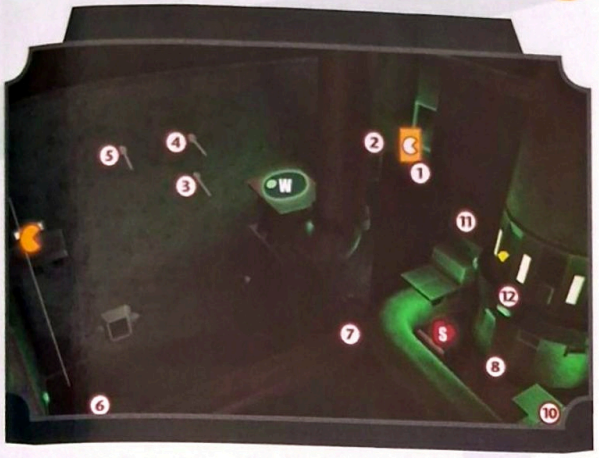
Area 2: Wall of Death: Part II

Area 2 Collectable Total

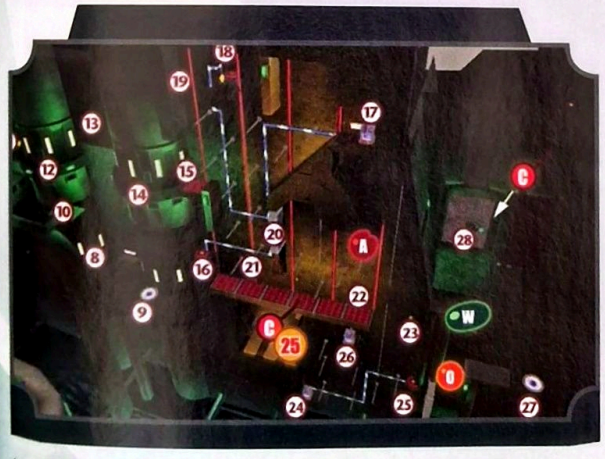
Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	2
Apples	1
Oranges	1
Strawberries	1
Cherries	2

FULL SWING



The Blue Pac-Dot Chain Machine on the other side of the ravine places you on ledge ❶ with the Collectors Card. Make a long jump from this ledge to swing bar ❷, and then to the platform with the Watermelon. Swing from bar ❸ to ❹, and then to ❺. Jump to the Extra Life platform, and slide down the pole to the lower pipe ledge ❻. Follow the pipe to the elbow ❼, and jump to the Strawberry platform.



Jump to the narrow round ledge, avoiding fire on your way to the next platform. Use B-Doing ❾ to reach platform ❿. Follow the pipe around and climb the screen ⓫. Follow the narrow round ledge ⓬ to screen ⓭, and to the next round and fiery ledge ⓮. Do *not* step onto the red glowing platform ❾. It burns.

SWING BAR CHALLENGE

Swing down to button ⓰. This button shuts down the laser gate to Erwin's Stockpile ⓱. Swing up to that Stockpile and break it. This lowers the laser gate to button ⓲, which you can reach by Wall Jumping off wall ⓳. This button lowers moveable wall ⓴. Drop down to swing bar ㉑ to hurdle the newly lowered wall. On the next bar over the wall ㉒, a Chrome Power Pellet floats below you. Drop down onto it, and then down onto the heated platform. Jump to the next swing bar and swing upward to the Apple.

Swing from bar ㉒ to clear the sliding pole and reach bar ㉓. Drop down onto the Chrome Power Pellet, and drop again to avoid the pole. Jump left from the button ㉕ and swing to Stockpile ㉔. Destroy this to lower the lasers to button ㉕. Button ㉕ controls the wall next to it, which allows you to Wall Jump up into the Orange. Before you leave, swing out back to ㉔, and then work your way up to the last Stockpile ㉖. Break it to lower the final laser gate to the Cherry and the Silver Pac-Man Statue.

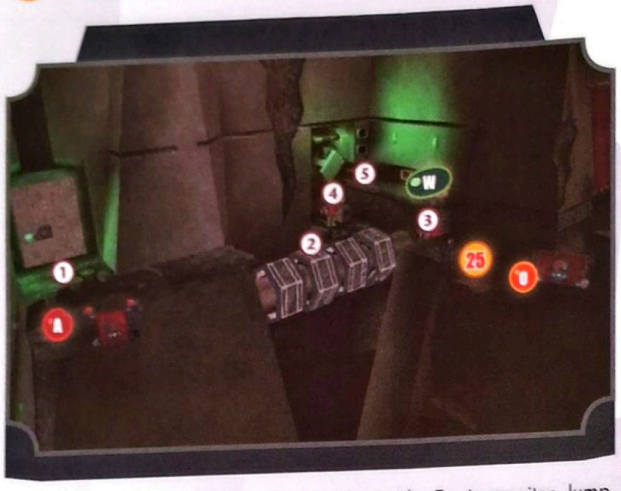
Enter the tunnel behind the Cherry to find the Yellow Pac-Dot Chain Machine. This carries you back to button ㉕. Wall Jump up through the Orange and to B-Doing ㉗. B-Doing rockets you to the Watermelon. Defeat the Gyrotrons on the top ledge and enter chamber ㉘. Butt-Bounce on the red door switches to open the next door. Before you leave, turn around and jump up on the raised door switch to get the high floating Cherry.

Area 3: A Treacherous Path

Area 3 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	1

CLOSING IN ON ERWIN



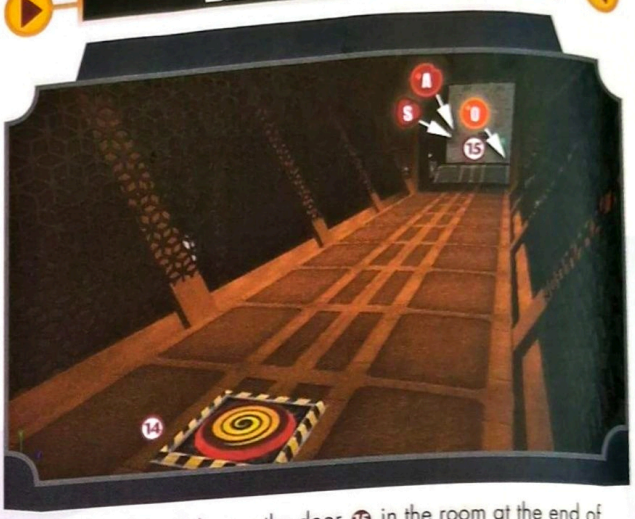
From the entry ledge ❶, take the Apple near the Erwin monitor. Jump across the axel platforms ❷, and Butt-Bounce on the right laser turret ❸ and then the left ❹. Jump up to ledge ❺ and smash the crates to uncover the Watermelon. Drop down in the broken path to recover the Silver Pac-Man Statue. Take the Orange from the corner, and use the Save Console ❻.

D K-TRON BATTLE PLATFORM

Battle the K-Trons and Gyrotrons. Use the Chrome Power Pellet ❼ during the battle. Next to appear is a Super Stomp ❽ on the wall debris. Use the barricades for cover from laser fire. A Computer Disc appears when you defeat the final K-Tron. Use the disc on console ❾ to open door ❿.

Opening door ❿ releases Special... Pellet that appears above barricade ⓫ to make them delicious. When the power fades, more of them appear above barricades ⓬ and ⓭. After you've beaten and eaten the monsters, enter the green structure, destroy the Bomb-a-Trons, and find the Watermelon in a crate.

BLAZING TRAILS



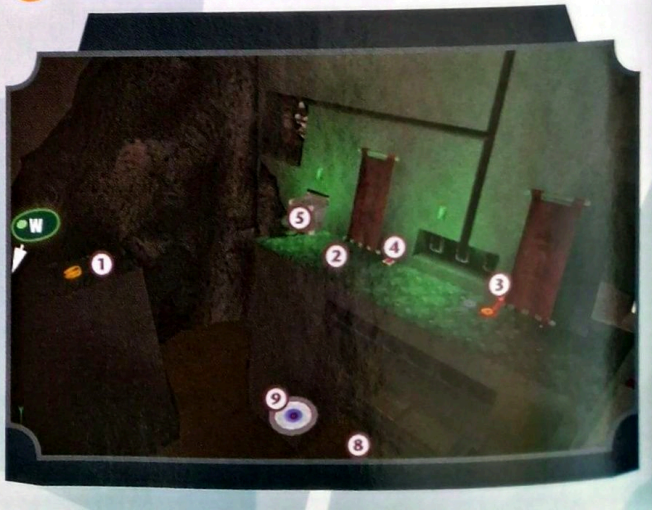
The Rev Roll Plate ⓮ lowers the door ⓯ in the room at the end of the fiery path. Roll the door down, and Rev Roll and jump over the Gyrotrons. Take the Orange from the crate inside the next room, and dash through the doorway before it closes. Destroy the Bomb-a-Trons and break the crates to get the Apple and Strawberry. A similar fire passage puzzle is through the following door. Burn through it to reach the next area.

Area 4: Castle Walls

Area 4 Collectable Total	
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

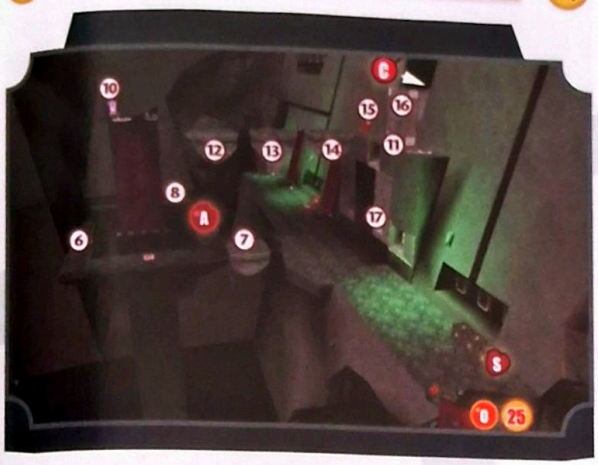
Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

FIRST COMES CLYDE



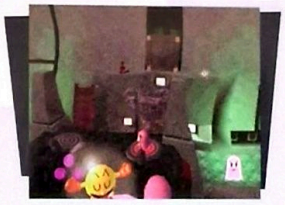
Take the Watermelon from the lower ledge, and then use Yellow Pac-Dot Chain Machine ❶ to reach ledge ❷. Summon Clyde on Summoning Pad ❸, and destroy the Gyrotrons attacking from both directions. Use Spectral Fountain ❹ to Super Boo ghostly block ❺.

THEN COMES PINKY



As Pac-Man, enter the nook behind the destroyed block ❺ and summon Pinky. She appears at the back of the nearby structure ❻. Use the two Spectral Fountains on the same ledge to solidify platforms ❼ and ❽. As Pac-Man, reach B-Doing ❾ using these solidified platforms, grabbing the Apple from the ledge between them.

B-Doing ❾ sends you to the top of the tower structure. Use Pinky's Summoning Pad on top of the tower ❿. As Pinky, jump across ghostly platforms ⓬, ⓭ and ⓮ to reach the Spectral Fountain ⓫ on the next ledge. Solidify ghostly platforms ⓬, ⓭ and ⓮.

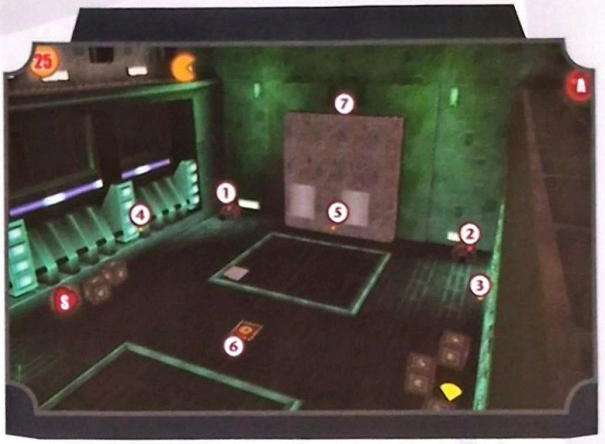


As Pac-Man, cross these platforms and summon Clyde on pad ⓯. Have him cross the solidified platforms and use the same Spectral Fountain Pinky did. Super Boo the large block ⓰. As Pac-Man, enter the room behind the block, take the Cherry, and Butt-Bounce on the button to open door ⓱. Don't forget the Strawberry from the crate at the end of the pathway. Drop over the edge of the pathway, and take the Silver Pac-Man Statue and the Orange. Enter the Save Console room ⓱, Butt-Bounce on the door switches, and enter the next area.

Area 5: Syphon Base

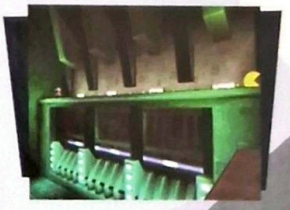
AREA 5 COLLECTABLE TOTAL	
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0
Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

BATTLE CHAMBER

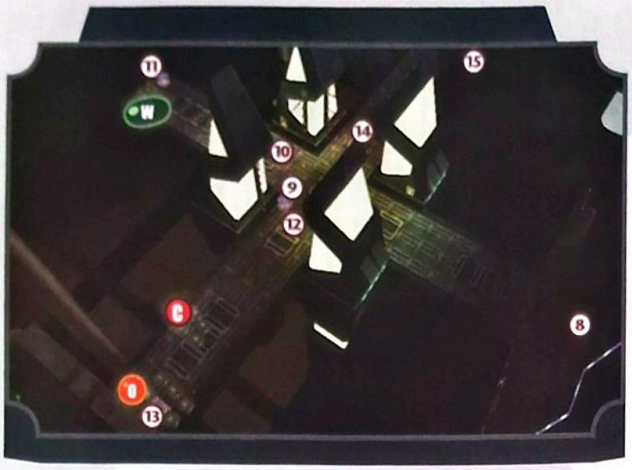


An epic battle between you, K-Trons, and Gyrotrons occurs inside this room. Begin by taking out laser turrets ❶ and ❷. After the first wave of battle is won, an Electro-Shock Power Pellet appears in position ❸. In following stages, another appears at position ❹ and then a Ribbon Loop at position ❺. Try saving the Ribbon Loop for the final battle. Use the Health Wedges in and around the crates to keep you going strong. A large Mech Lummox is the last to attack. He appears when you try to use the Rev Roll Plate after all the others are gone. Butt-Bounce repeatedly on his body until he's dead. If you've saved the Ribbon Loop, use it now.

Use Rev Roll Plate ❻ to temporarily open the doors. Stop rolling the doors open when the outsides of the doors just cover the wide doorjamb framing the doors. Quickly run to the door and Wall Jump between the doors. Whichever door you get to the top of first ❼, turn and run to nearly the end of the door. Then Rev Roll and jump to the high ledge containing the items. On these ledges are the last Silver Pac-Man Statue and an Extra Life, and on the right side is the last Apple. This is the hardest challenge in the game, and you could spend hours trying to get these items. Hang in there. It *is* possible.



CROSSROADS



From the entrance ❽, head to the middle of the crossroads and break Stockpile ❾. This lowers the laser gate to pathway ❿. Gyrotrons and K-Trons suddenly attack. Use the Electro-Shock Power Pellet that appears in the intersection. Destroy Stockpile ⓫. This shuts down laser gate ⓬. Break the Watermelon free from the crate.

A Chrome Power Pellet appears nearby. Use it to destroy the attacking Gyrotrons. At the same time, a Super Stomp appears in the intersection. Use it on the enemy as you head to destroy Stockpile ⓭. Get the Cherry and the Orange from the crates near Stockpile ⓭. Breaking this stockpile shuts down laser gate ⓮. Grab the Chrome Power Pellet on your way to platform ⓯, where two Mech Lummoxes jump onto the walkway. Take them out with many Triple Combo Butt-Bounces, and then defeat the K-Trons and Gyrotrons that attack afterward. The last enemy drops a Computer Disc. Use it on the console to open the exit.

SPECTRAL SYPHON

⓰ As soon as you enter the Syphon chamber, destroy the two laser turrets near the entrance, and then take out the Gyrotrons. Rev Roll to the Health Wedges and the many Power Pellets around the Syphon ⓱. Save the Super Stomp for when the battle gets really heated. It really clears a room. Destroy the remaining laser turrets while fending off the enemy. Once everything is destroyed, Rev Roll on Rev Roll Plate ⓲ to lower the shield to the game console ⓳. Beat the maze challenge to destroy the Syphon.

The Spectral Zenith

Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	1

Watermelons	8
Apples	8
Oranges	8
Strawberries	8
Cherries	8

The Spectral Realm is collapsing! If it does, it'll break through into the real world.

Area 1: Light Beams & Lenses

Area 1 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	2
Apples	2
Oranges	2
Strawberries	2
Cherries	2

BACK OF THE CAVERN

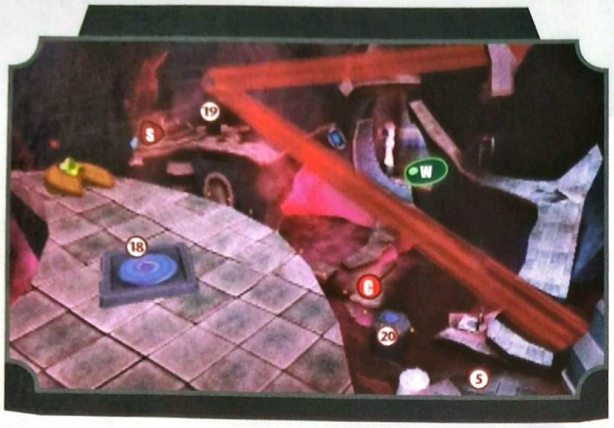
From the start ❶, get the Apple from the broken column behind you. Jump from broken path ❷ to the Cherry and then back to ❷. Head to ledge ❸ and find the Orange in the alcove. Jump out to the broken bridge ❹, and then to the large land mass ❺. Jump to the next broken bridge ❻, and then to the next spire to get the Silver Pac-Man Statue. Jump back to platform ❻, and jump over the light beam—following the Pac-Dot arch—to the lower ledge on platform ❼. You land on the Orange.

REFOCUS LENS 1

Jump from platform ❽ and to the lower ledges of platform ❾ to get the Watermelon. Find the Cherry behind the column, and head up the inclining slope at the back of the cavern ❿.

Jump from pillar switch ⓫ to pillar switch ⓬. Butt-Bounce on this switch to raise pillar ⓭. Butt-Bounce on pillar ⓫ to move the next three pillars' switches in step formation ⓮. Jump from ⓮ to ⓭ to rock column ⓯. Rev Roll on the Rev Roll switch to raise lens ⓰. Bounce on pillar ⓭ to raise pillar ⓱, which allows you to reach the Strawberry on the lens ledge.

REFOCUS LENS 2



From the Strawberry and the first lens platform, use Rev Roll Plate 18 to redirect the light beam by moving lens 19. This reveals a hidden cave on platform 5 and raises another Rev Roll Plate 20 near the next lens column. Use the Yellow Pac-Dot Chain Machine to reach ledge 5.

SPECTRAL MONSTER BATTLE

Use the two Power Pellets on ledge 5 to gobble up the Spectral Monsters in the newly revealed cave. When the battle is won, a glass lens 21 appears inside the cave. Take the Apple and the lens near the lava pit. Place the lens on its column 22, and use Rev Roll Plate 20 to raise it.

LAVA JUMP

Jump over the lava fissure on the lower ramp, and Rev Roll up to the base of ramp 23. Drop off the right side and take the Watermelon from the small ledge under the ramp. Return to the ramp and stand exactly in spot 23. This is on the right edge of the ramp. Rev Roll up the side, and jump just before you leave the ramp to sail over the lava pool and land on the next ramp 25. If you Rev Roll from the middle of the ramp, you consistently hit B-Doing 24, which sends you back to the base of the ramp. Take the Strawberry from the ledge and exit 26.

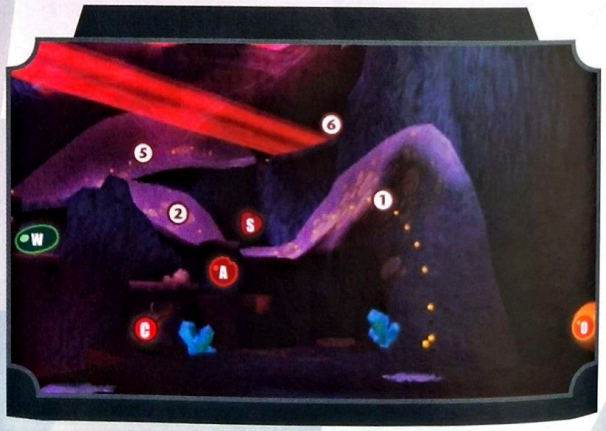
Area 2: Slopes

AREA 2 COLLECTABLE TOTAL

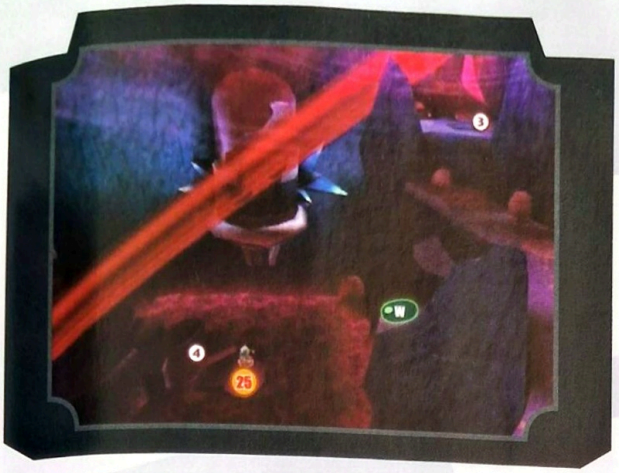
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

REV ROLL CENTRAL



Break the first crystal to your right to find a hidden Orange. Defeat the Snitterlings. Rev Roll up the sloped embankment 1 and get the Strawberry. Get the Apple from the lower ledge. Rev Roll up the second embankment 2 and get the Watermelon from the lower ledge.



Use Rev Roll Plate ❸ to reflect the light onto the entry pathway. This destroys the pathway, creating steps ❹ out into the lava, where you can retrieve the Silver Pac-Man Statue. Retrieve it and head back to ledge ❷. Rev Roll up slope ❺, leap over the lava, and exit the area. Rev Roll up the next slope in the connecting tunnel to reach the Spectral Monster mazes.

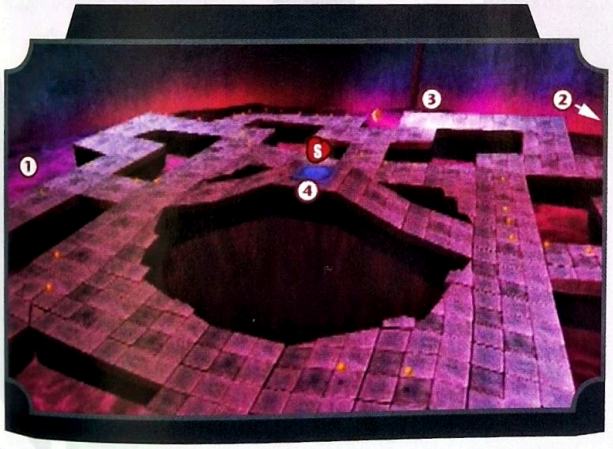
Area 3: Multi-Level Monster Mazes

Area 3 Collectable Total

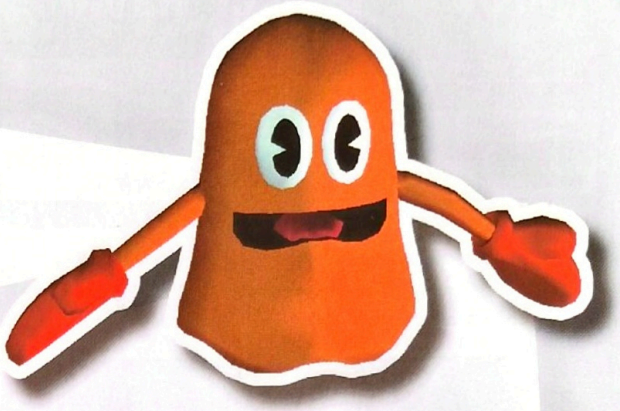
Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

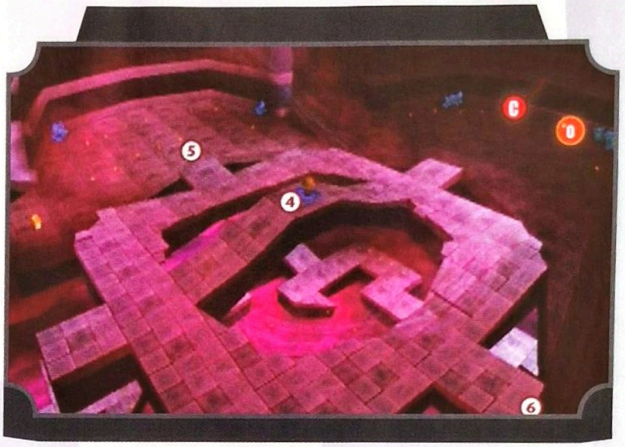
MAZE LEVEL 1



A Spectral Rift appears in the center of the monster maze ❹. Power Pellets appear on rising and sinking platforms in the lava on three sides of the maze ❶, ❷ and ❸. Jump out to these Power Pellets, and quickly jump off again before the platform sinks. Gobble up all the Spectral Monsters to destroy the rift. Take the Strawberry from above Rev Roll Plate ❹, and then use the Rev Roll Plate to elevate the maze to the next level.

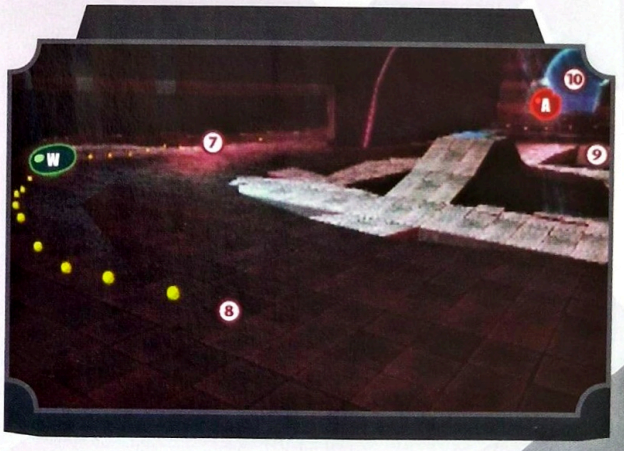


MAZE LEVEL 2



There are three rifts and two Power Pellets ❺ and ❻ on the maze level 2. Gobble up the Spectral Monsters to destroy the rifts. Find the Cherry and Orange along the back alcove, and destroy crystals for health wedges. Use Rev Roll Plate ❹ once again to raise the center maze to the next level.

MAZE LEVEL 3



Three Spectral Rifts block the exit ❿. Three Power Pellets appear on three sides of the maze ❼, ❽ and ❾. Devour the Spectral Monster to lower the rifts, and grab the Watermelon and the Apple before exiting. Use the Save Console in the small room through the exit.

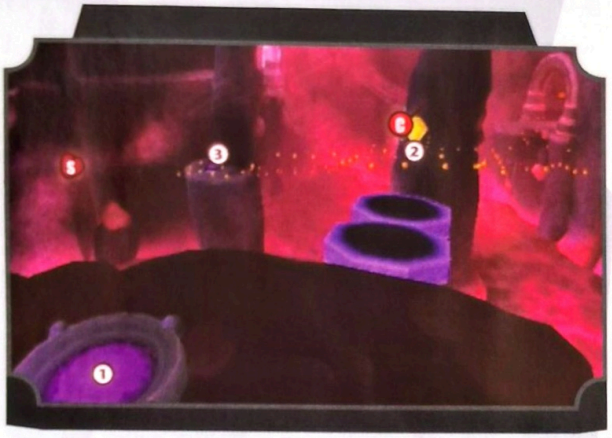
Area 4: Blinker Ravine

Area 4 Collectable Total

Item	Quantity
Collectors Cards	0
Silver Pac-Man Statues	1
Galaxian	1

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	1

GETTING THE CHERRY & STRAWBERRY



Butt-Bounce on Blinker switch ❶ to create a row of purple Blinkers. Remember, purple Blinkers fade after being stepped on. Run out along the first path to the circle of blue Blinkers below the Health Wedge. Two paths branch from the first circle of blue Blinkers. Whichever path you take, work your way toward the Cherry. From the Cherry, work your way toward the first spire and Butt-Bounce on Blinker switch ❸. This creates a purple Blinker path to the Strawberry. This is not a continual path, so you must jump the gaps.

GETTING THE ORANGE & STATUE

From the Strawberry, continue following the purple Blinkers to the next ledge and activate Blinker switch ❹. This creates a purple Blinker path to the right that leads back to blue Blinker circle ❷ near the original ledge. It also creates a purple Blinker path to the Orange. From blue Blinker circle ❷, take all possible right turns to reach purple Blinker path ❺ and the Orange. Jump to the following blue Blinker path to reach the second spire ❻. Jump up on the higher ledge on the spire to obtain the Silver Pac-Man Statue.

GETTING THE WATERMELON & GALAXIAN

Butt-Bounce on the spire Blinker switch ❻. Take a left at the intersection when leaving the spire on the blue Blinkers this is a mere two Blinkers away from the spire ledge . Shortly, you'll see purple Blinkers appear on the right ❼.

Spire Health Wedge

Checkpoints are reached when you activate Blinker switches. If you fall after leaving spire ❻, you begin again from that spire. Grab the Health Wedge from this spire. It appears every time you fall. You regain the lost health from the fall, so you completely recoup.

Follow purple Blinker path ❼ to the point where a purple Blinker appears directly over head. Stop below this Blinker and you fall on a safety row of blue Blinkers. Vertical blue Wall Jump Blinkers appear, alternating on the left and right sides as you work your way up. Use these to reach the next horizontal purple Blinker above until you reach the top Blinker ❾. Jump up to grab the Galaxian. This is a tough task, but as long as you drop straight down while attempting this, the lower blue safety Blinkers catch your fall. If you find that you are performing Butt-Bounces, slow down the pace of your Wall Jumps. Drop down to Blinker ❿, jump to the blue circle of Blinkers, and get the Watermelon. Return to spire ❻.

GETTING THE APPLE

From the spire ❻ Blinkers, follow the Blinkers to the intersection and take a right. Follow the purple Blinkers to the next Blinker switch on ledge ⓫. This switch activates purple Blinkers to the exit ledge ⓬. There are some large jumps to make just before you reach the ledge. Get the Apple from the exit ledge and leave.

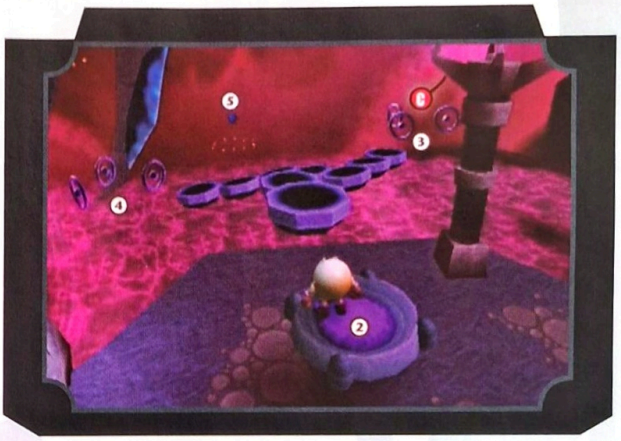
Area 5: Lava Lake

Area 5 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	1
Silver Pac-Man Statues	1	Oranges	1
Galaxian	0	Strawberries	1
		Cherries	2

ISLAND 1

Find the Silver Pac-Man Statue on the crescent moon-shaped lower ledge, and then Butt-Bounce on Blinker switch ❶. Follow the Blinkers to the next island.

ISLAND 2: CHERRY & BLUE CRYSTAL



Butt-Bounce on Blinker switch ❷ on the second island to create a purple Blinker path over the lava lake. Follow the purple Blinkers and touch all six Time Keys to create a path to the nearby Blue Crystal. Once you have the Cherry and the Blue Crystal, follow the path back to the second island. Cross the monument bridge to the third island.

ISLAND 3: TIME KEYS & CRYSTALS

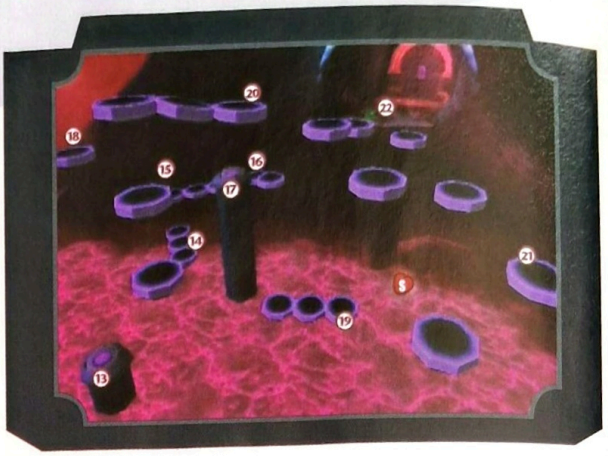
Run through the eight Time Keys ❻ on island 3 to create a Blinker path from ledge ❼ to a Red Crystal ❽. Find the Watermelon on a rock column in the middle of the pit, and an Orange on your way to the end of ledge ❼.

Get the Red Crystal, and use the Blue Pac-Dot Chain Machine ⑨ to reach a Blinker switch column in the lava lake ⑩. Butt-Bounce on the switch to create a multileveled Blinker path that allows you to reach the Green Crystal above ⑪. This challenge is similar to the Galaxian challenge in the previous area. There are vertical blue Blinkers that allow you to Wall Jump up to the next higher Blinker path. You go up three tiers of these before you reach the Green Crystal. Once you have the Green Crystal, follow the stepped purple Blinkers that take you back to island 3.

ISLAND 2: STRAWBERRY & APPLE

Use the Red Pac-Dot Chain Machine ⑫ to float to Blinker switch column ⑬ in the lava. This switch activates path ⑭ and raises a Blinker switch column ⑰. At the end of the first Blinker path ⑭ is a single Wall Jump Blinker, ⑮ used to reach a higher path of well-spaced Blinkers that take you to the second column ⑰. Butt-Bouncing on the switch ⑰ completes lower path ⑲, allowing you to reach the Strawberry. Path ⑱ allows you to reach the Apple another Wall Jump challenge , and path ⑳ takes you to the Pac-Dot Chain Machine ledge ㉒. Path ⑳ also forks back to give you access to island 3 ㉑.

CHAIN MACHINE LEDGE: FLYING HIGH



Use the Green Crystal Chain Machine ㉒ to reach what is discovered to be a giant lift on island 3. Rev Roll on the Rev Roll Switch ㉓ to reach the exit ㉔. Grab the Cherry from the exit ledge before you head into the Save Console cave ahead.

Area 6: Clyde's Return

Area 6 Collectable Total

Item	Quantity
Collectors Cards	1
Silver Pac-Man Statues	1
Galaxian	0

Watermelons	1
Apples	1
Oranges	1
Strawberries	1
Cherries	0

ENTRY LEDGE

Find the Apple and Collectors Card on the lower ledges flanking the entry ledge. Butt-Bounce on Blinker switch ① to create the Blinker path to the main stage.

Area 7: Chamber of Light

Area 7 Collectable Total			
Item	Quantity	Watermelons	1
Collectors Cards	0	Apples	1
Silver Pac-Man Statues	0	Oranges	1
Galaxian	0	Strawberries	1
		Cherries	1

Spectral Monster Challenge

An epic Spectral Monster battle occurs the moment you venture onto the main stage. Climb the center platform immediately and use Clyde's Summoning Pad ❷. As Clyde, defeat all the Spectral Monsters while avoiding the blinking light spheres and the enemies' advances. There are five rifts. When all the ghosts from that rift are defeated, a large, clawlike spire rises over the stage. When all ghosts are defeated, a large, stairlike platform falls into place. This leads to the exit ❸.

Item Collection

Find the Watermelon behind the center platform. On your way to the exit ❸, take the Strawberry from the first ledge and the Orange from the rock column to the left of the exit. Follow the three-rock column path to the right of the exit to obtain the Silver Pac-Man Statue.

Escaping the Spectral Zenith

Collect the remaining five pieces of fruit scattered visibly around the room, and then use Rev Roll Plate ❸ to turn on light beam ❹. Use Rev Roll Plate ❺ to turn on light beam ❻. Use Rev Roll Plate ❼ to turn on light beam ❽. When all three lights collide, a lens ❾ appears on the large escape hatch. Take the lens and place it on column ❿ in the center of the room. This raises two Rev Roll Plate columns out of the lava. Use Rev Roll Plate ⓫ to raise the lens column and ⓬ to aim the light beams. This opens the escape hatch in the back of the room, creating an exit and triggering the end of the level.

Shadow Temple

COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	5
Galaxian	0

Watermelons	3
Apples	3
Oranges	3
Strawberries	3
Cherries	3

This is it, the final teleportation. Before he sets off to save the world, Pac-Man sees a giant mechanical laser-drill machine shooting from the sky and touching down in the distant arena.

Area 1: Shadow Temple Exterior

AREA 1 COLLECTABLE TOTAL

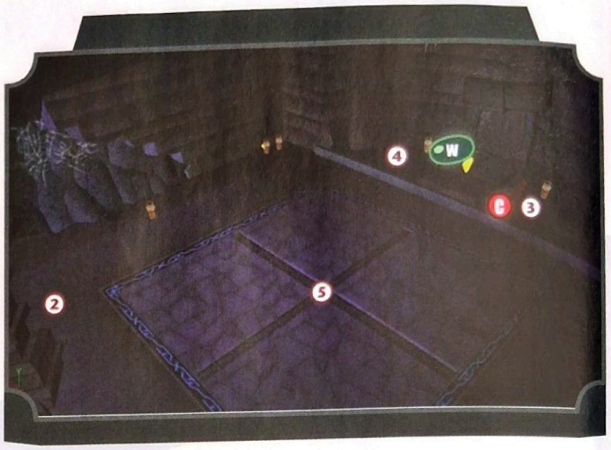
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	2
Galaxian	0

Watermelons	1
Apples	1
Oranges	0
Strawberries	1
Cherries	1

THE RUINS

You begin on the stoop of the Shadow Temple ❶. Find the Apple and Strawberry in vases in the first area, and grab both Silver Pac-Man Statues on the far ends of the walkway. Enter the giant lift chamber ❷.

GIANT LIFT CHAMBER



K-Trons and Gyrotrons are guarding the large lift. When you defeat these guys, Mutonians appear, backed up by even more K-Trons. Use the Electro-Shock Power Pellet ❸, and finish off any remaining enemies with the Ribbon Loop ❹. Don't defeat everyone unless you've gotten all the items, because the lift moves as soon as you're standing on it when all enemies are cleared. You can easily spot the Cherry near the Electro-Shock, but the Watermelon is hidden inside a vase. Ride the lift ❺ down to the next level.

Area 2: Shadow Temple Interior

SUB LEVEL 1

As soon as the lift stops, run out and break vase ❶ for the Electro-Shock Power Pellet. Use this on the Mutonians and the K-Trons. Gyrotrons are next to arrive. Defeat them, and the arriving K-Trons, with Butt-Bounces. Save the Ribbon Loop ❷ for the Mutonians and K-Trons that show up last. When you're done, step onto the lift to be lowered to the next sub level.

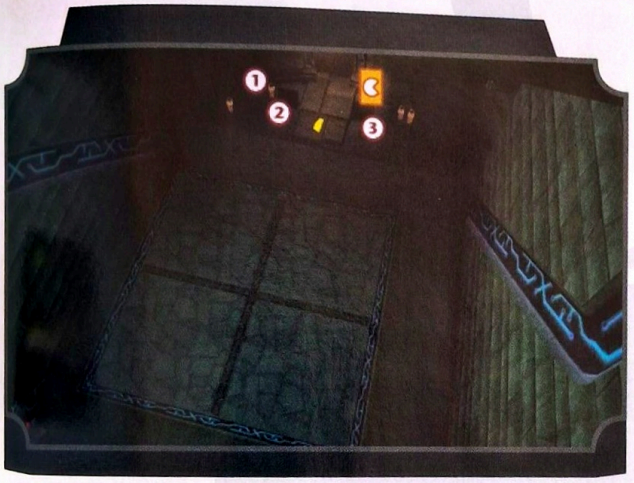
Area 3: In Deep

AREA 3 COLLECTABLE TOTAL

ITEM	QUANTITY
Collectors Cards	1
Silver Pac-Man Statues	0
Galaxian	0

Watermelons	0
Apples	0
Oranges	0
Strawberries	0
Cherries	0

SUB LEVEL 2



Get the Super Stomp Power Pellet inside vase ❶. This is pretty much all you need to finish the battle on this level. If that doesn't quite do it, you still have the Electro-Shock ❷ and Ribbon Loop ❸ Power Pellets. Try to recover the Collectors Card from the vase behind the barricade before the battle has ended. Defeat the Mutonians, K-Trons, and Gyrotrons. Then step on the lift and ride down to the lowest level.

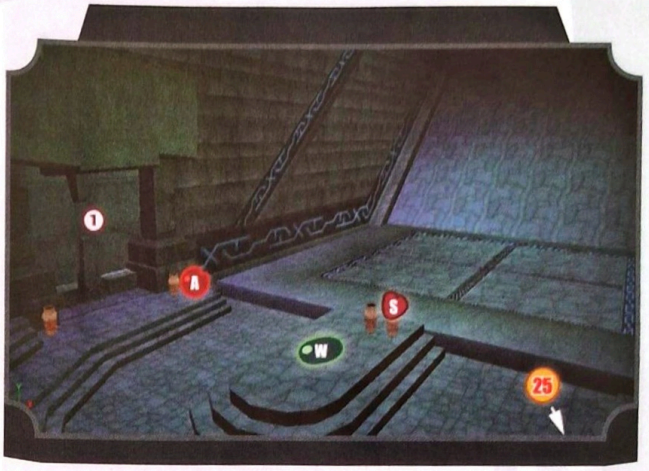
Area 4: Getting Closer

AREA 4 COLLECTABLE TOTAL

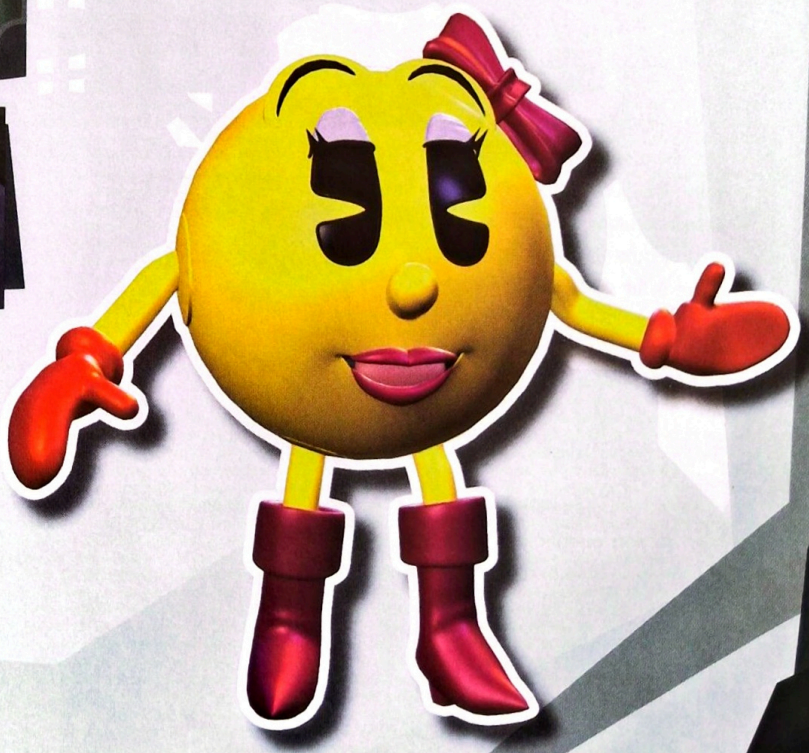
ITEM	QUANTITY
Collectors Cards	0
Silver Pac-Man Statues	3
Galaxian	0

Watermelons	2
Apples	2
Oranges	3
Strawberries	2
Cherries	2

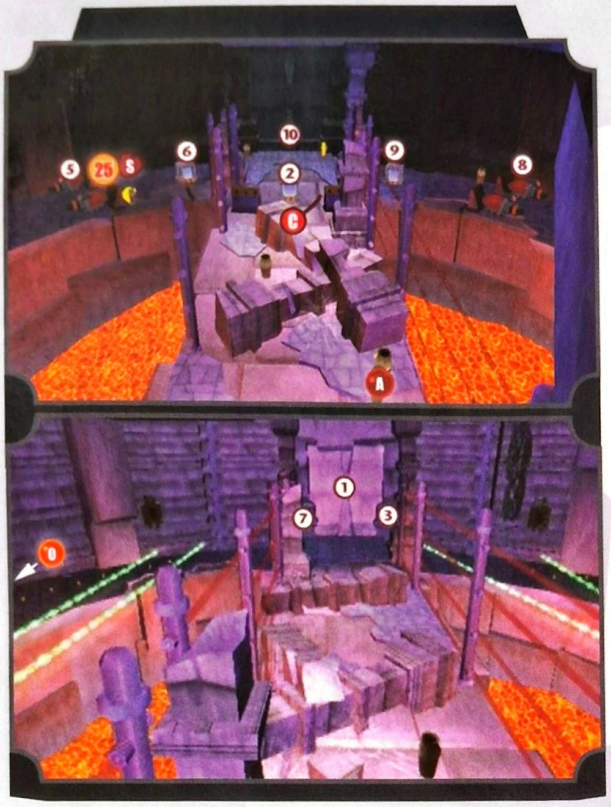
SUB LEVEL 3



As the lift comes to rest on the lower level, take the Watermelon from the center of the room and smash all the vases to find the Strawberry, Silver Pac-Man Statue, and Apple. Exit the lift chamber through door ❶.



ANCIENT DEFENDER DEN



This round chamber is full of laser turrets and Ancient Defenders. There's a circular path running around the perimeter of the room, but you cannot get to these pathways until you break Erwin's Stockpile ❷ at the end of the center pathway, which is littered with fallen columns. On your way to the Stockpile, break the vase to find the Apple, and take the Cherry from one of the fallen columns. Breaking Stockpile ❷ shuts down laser gate ❸ near the entrance, allowing you to get to the left side of the room.

You don't have to defeat the Ancient Defenders. Instead, simply Rev Roll to the laser turrets and destroy them. If you want to destroy the defenders, use the Electro-Shock ❹. Destroy the second Stockpile ❻. This shuts down laser gate ❼. Before you leave, break the vases near the stockpile to uncover a Silver Pac-Man Statue and a Strawberry.

On your way to the final Stockpile ❾, smash the lone vase on the right side of the room to uncover the Orange. Destroy the laser turrets while avoiding the Ancient Defenders pouring out of the walls. Smashing Stockpile ❾ shuts down the final gate at the end of the center path, allowing you to reach the exit.

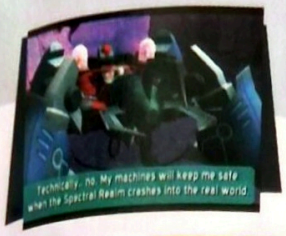
SAVE CHAMBER

Save your progress on the Save Console ⓫, and then break the row of vases ⓬ on the left side of the room. It's fun to Rev Roll through them. You find a Watermelon and an Orange inside two of these. Wall Jump in the corner ⓭ to reach the Extra Life and the Silver Pac-Man Statue on top of the corner column. Break the vases near the Wall Jump corner to uncover the Orange and Cherry. That's it, you've got all the items! Through the following door ⓮ is the final boss battle.

Area 5: Final Boss Fight

TERADECAHYDRATRON

Erwin's new mech runs on spectral energy drained from his two prisoners, Inky and Blinky. The arena and mech are new, but the basic concept for taking out Erwin and his machine is the same. Avoid the lasers, use the Rev Roll Plates behind the columns to raise the crystals until they shut down his force field, and then attack. Here's what's different: There are four columns, four Rev Roll Plates ❶, ❷, ❸ and ❹, no Power Pellets, and no additional minions to battle.



Column Run

The distance from one Rev Roll Plate to the next is two Rev Rolls—as long as you jump at the end of each roll to get a little more distance out of it.

STAGE 1

When you attack Erwin, you must first Butt-Bounce on the Inky and Blinky containers preferably working on one at a time . When both Inky and Blinky are free, you can attack Erwin's cockpit. During the first attack, you have enough time to free either Inky or Blinky, and *almost* free the other, before you're thrown from the mech.

STAGE 2

Stage 2 begins when both Inky and Blinky have been freed. This time, Erwin shoots two lasers at once. You can still jump over or avoid these lasers by hanging out behind the columns. Erwin introduces a new attack during this stage. The Teradecahydratron leaps into the air and comes down with a mighty stomp. He must have learned this from watching you. It's like your Butt-Bounce, but a 100 times worse! This attack creates a shockwave area attack. A large wave of spectral energy radiates outward from the mech, covering the entire arena. The only way to avoid this is to stand in the shadow of one of the four crystal columns.

Erwin pulls out all the stops. A missile attack follows his Stomp Attack! You've got two things to avoid... no, *three* things to avoid during a missile attack. One, avoid the targeting reticles that appear on the ground. This is where the missile lands and becomes inserted into the ground. Two, avoid the missiles stuck in the ground. They'll blow up shortly. And three, avoid dying.

After a few rounds of Butt-Bounces on the cockpit, Erwin tries to escape again, and Pac-Man chases him up the pyramid. Could it be another stage of the boss battle? We'll let you find that out.

Extras

Museum

INTERVIEW WITH TORU IWATANI

Inside the Museum (accessed from the Extras option from the Main Menu) are five interactive stations. The first on the right as you enter is a widescreen TV that plays an interview with Pac-Man's creator, Toru Iwatani.

HISTORY OF PAC-MAN

Along the left wall is a large graph board that when interacted with becomes a Pac-Man timeline. Scroll right to reach the complete history of Pac-Man. This too is available from the beginning of the game.

COLLECTION CARDS DISPLAY

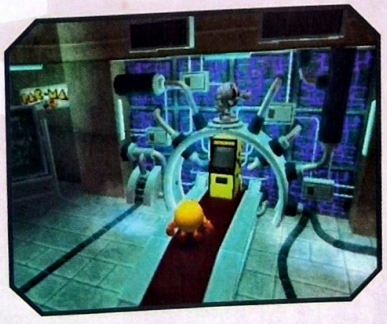
The next machine on the right displays all the Cards Collected during gameplay. They first appear as "?" cards and the ones you've actually collected appear with Pac-Man on the face of the card, but by selecting the collected Pac-Man cards and confirming your selection the true artwork on the card is revealed. On the next page is a list of the Collectors Cards and how to unlock each and every one of them.

PROMOTIONAL VIDEO

In the front left corner of the room is a TV and VCR setup that plays a promotional video of a soon to be released Pac-Man kart game, Pac-Man World Rally.

PAC-MAN ARCADE CONSOLE

A Pac-Man arcade console is located on the back wall. This is the original Pac-Man arcade game that can be played whenever you wish; it is unlocked from the beginning.



COLLECTORS CARD LIST

The following is a list of every Collectors Card in the game, the name of the card and how to unlock it. There are two long horizontal rows of cards in the Museums Collectors Card display unit. The following list is organized so that the top row from left to right is listed first and then the bottom row. If you have difficulty locating a card, refer to our walkthrough and maps. Every collectible item is displayed on our maps and in the walkthrough you can find details on how to reach those items that may be difficult to reach.

COLLECTORS CARD LIST

Name	How to Unlock
Top Row of Cards (from left to right)	
Blinky	High score in Cragstone Bridge.
Clyde	High score in The Spectral Zenith.
Inky	High score in Erwin's Fortress.
Pinky	High score in Dungen Gunden.
Orson	Collect all fruit in entire game.
Ancient Defender	High score in Toc-Man Battle.
Snitterling	High score in The Spectral Cliffs.
Mutonian	High score in Banni Canyon.
Lummox	High score in Gogekka Central.
Mech Lummox	High score in The Spectral Vale.
Bomb-a-Tron	High score in Zephyr Heights.
Spectral Hunter	Collect all Silver Pac-Man Statues in Spectral Cliffs.
Spectral Sneaker	Collect all Silver Pac-Man Statues in Spectral Vale.
Spectral Spitter	Collect all Silver Pac-Man Statues in Spectral Zenith.
Spiked Armalope	High score on Banni Wasteland
Gyrotron	High score on Gogekka Heights
Armalope	High score on Bot Boneyard
Shadow Temple	Collect Card found in Shadow Temple.
Bot Boneyard	Collect Card found in Bot Boneyard.
Gogekka Central	Collect Card found in Gogekka Central.
Gogekka Heights	Collect Card found in Gogekka Heights.
Erwin's Fortress	Collect Card found in Erwin's Fortress.
Dungen Gunden	Collect Card found in Dungen Gunden
Zephyr Heights	Collect Card found in Zephyr Heights.
Ancient Catacombs	Collect Card found in Ancient Catacombs.
Cragstone Bridge	Collect Card found in Cragstone Bridge.
Banni Wastelands	Collect Card found in Banni Wastelands.
Banni Canyon	Collect Card found in Banni Canyon.
Spectral Cliffs	Collect Card found in Spectral. Cliffs.

COLLECTORS CARD LIST

Bottom row of Cards (left to right)	
Spectral Zenith	Collect Card found in Spectral Zenith.
Pac-Village	Collect all Silver Pac-Man Statues from Cragstone Bridge.
Archaeologist	Collect all Silver Pac-Man Statues from Ancient Catacombs.
Ancient Hero	Collect all Silver Pac-Man Statues from Dungen Gunden.
Construction Worker	Collect all Silver Pac-Man Statues from Goggeka Central.
Spectral Fiend	Complete Spectral Cliffs.
Pac-Man Statue	Collecting all Silver Pac-Man Statues in the entire game.
Pac-Dot Chain Crystal	Complete Banni Wastelands.
Pac-Man Junior	Reach high score in all levels.
Pac-Man	Collect all Silver Pac-Man Statues in Bot Boneyard.
Ms. Pac-Man	Complete Shadow Temple.
Erwin	Collect all Silver Pac-Man Statues in Shadow Temple.
Boss 1 (Gigatron)	Complete Zephyr Heights.
Boss 2 (Teradecahydratron)	Complete Shadow Temple.
Propaganda Poster #1	Collect all Silver Pac-Man Statues in Banni Wastelands.
Propaganda Poster #2	Collect all Silver Pac-Man Statues in Erwin's Fortress.
Propaganda Poster #3	Collect all Silver Pac-Man Statues in Banni Canyon.
Propaganda Poster #4	Collect all Silver Pac-Man Statues in Zephyr Heights.
Spectral Syphon	Unlock all Pac-Mazes (collect all Galaxians).
K-Tron	Reach the high score in Ancient Catacombs.
Robot Tank 1	High score in Toc-Man Battle.
Robot Tank 2	High score in Toc-Man Battle.
Toc-Man	Banni Wasteland, Toc-Man Training.
Concept Art 1	Collect all Silver Pac-Man Statues in entire game.
Concept Art 2	Collect all Galaxians.
Concept Art 3	Use 20 Chrome Power Pellets.
Concept Art 4	Use 40 Electro-Shock Power Pellets.
Concept Art 5	Use 60 Power Pellets (Spectral Monster challenge pellets).
Concept Art 6	Use 40 Ribbon Loop Power Pellets.
Concept Art 7	Use 50 Super Stomp Power Pellets.

Maze Levels

Also accessed in the Extras option from the Main Menu are High Scores. High Scores display all the scores for every level in the game, overall complete game high scores and Pac-maze High Scores. The next option of interest is Maze Levels. This is where you can find and play all the Maze Challenges unlocked by collecting Galaxians in story levels. Collect all the Galaxians and successfully beat the syphon mazes to unlock all 18 mazes.

PAC-MAN WORLD™ 3

Official Strategy Guide

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